

The official Nintendo game guide

# Lufia

Nintendo



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SURVIVAL TIPS FOR THE POST-APOCALYPTIC ADVENTURE SUPER NINTENDO

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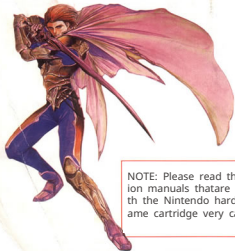
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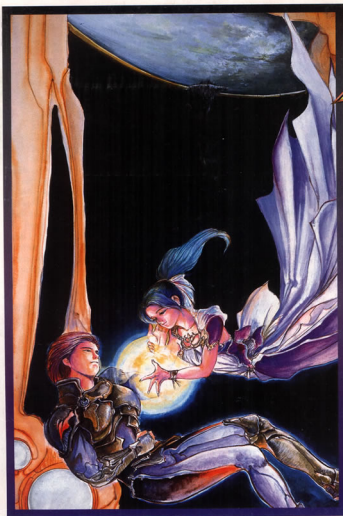
Therefore, always look for this seal when buying games or accessories to ensure that everything fits perfectly with your Super Nintendo Entertainment System.

We are pleased that you have chosen the game "LUFIA". We suggest that you thoroughly read this game manual with integrated game advisor so that you can enjoy your new game to the fullest. Keep this book for future reference.



NOTE: Please read the various instruction manuals that are included with both the Nintendo hardware and each game cartridge very carefully.





The forces of darkness have risen to challenge humanity once again. Four lords from the depths of hell now haunt the world to subjugate its inhabitants. The people have nothing to oppose the powers of evil and stand on the brink of final capitulation. Yet their faith in the victory of good has not completely faded. Legend says that a fearless warrior will appear, whose destiny is to free the world from evil and confront the lords of hell. This legendary warrior, according to the legend, will be accompanied by a group of powerful warriors. The lords of hell already await the warriors and have mobilized their forces. Only their courage, inner strength, and the unity of the group will be able to save the world from the rule of evil.

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# The Gallery of Heroes



**MAXIM:**  
Demon Hunter

The fate of the world lies in his hands. He must defeat the evil forces that threaten the land and its people. His unique sword skills, which he has acquired in dangerous battles against all kinds of monstrous creatures, will enable him to support this endeavor. He begins his journey in Taia, where he grew up, and from there he is told an uncertain fate through a mysterious apparition.



**SELAN:**  
Mage



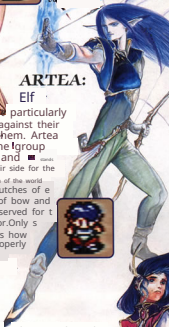
Selan is the commander of the royal army of Pandoria. She draws her strength from magical formulas and weapons that she masters like no other. Her elegance and grace make her appearance vulnerable at first glance, but her opponents quickly learn that this battle-experienced lady should not be underestimated.



**ARTEA:**  
Elf

Humans and elves are particularly close friends, but the fight against their common enemies unites them. Artea joins the Group (Party) and fights by their side for the

liberation of the world from the clutches of evil. The use of bow and arrow is reserved for his warrior. Only she knows how to properly



**LEXIS:**  
Inventor

Professor Lexis Shaia is a legend in the Western Hemisphere. His inventions are known far beyond the country's borders and support Maxim and his companions during the eventful adventure. Maxim meets him in his laboratory near Kythos, the birthplace of the most brilliant invention. Lexis's weapons are his tools, which affect enemies in quite unusual ways.

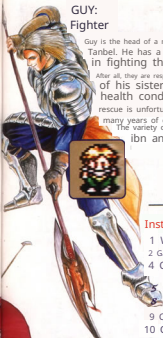


**TIA:**  
Shop Owner



Tia is the owner of the weapon shop Taid and a very good friend of Maxim. For some time now, she has been trying to convince Maxim to give up the profession of demon hunter and run the shop together with her. So far, however, it has only remained an attempt.





## GUY: Fighter

Guy is the head of a martial arts school in Tanbel. He has a very personal interest in fighting the lords of hell.

After all, they are responsible for the kidnapping of his sister, whose health condition after her rescue is unfortunately very serious. His many years of experience as a master of the variety of combat techniques makes him an indispensable



# Contents

## Instructions

- 1 Welcome!
- 2 Gallery of Heroes and Contents
- 4 Controller Functions and
  - Game Start
  - Screen Displays
  - Special Abilities
- 9 Capsule Monsters
- 10 Combat System

## DEKAR: Bodyguard

Dekar is the personal bodyguard of the Prince of Rusalka. He is very confident and absolutely convinced of his combat skills. In some situations, his sense of tactics leaves something to be desired, but thanks to his positive charisma, everyone forgives him these small missteps. Dekar's special abilities are crucial for the success of the mission. Handling the most complicated weapons causes him no problems.



## IRIS:

### A helper?

Iris is a mysterious woman and appears from time to time to guide Maxim in his fight against the Lords of Hell. Her appearance repeatedly astonishes the members of the party, as her knowledge of the events cannot be natural origin.

## The Adventure

- 12 *Story*
- 13 *Taia*
  - Hall of Events
  - Hall near Tarika
- 16 *Tarika*
  - Sea Hall
- 18 Kingdom of Lunaria
  - Lunaria Castle
  - Northwest Hall
- 22 *Tanbel*
  - Southeast Tower
- 24 Clamento
  - Ruby Bubble
- 26 Pandoria
  - Sword Temple
- 28 Gordovan
  - West Tower
- 30 *Minias*
  - Bubble to Rusalka
- 31 Kingdom of Rusalka
  - North Grotto
  - Adventure Tower
- 34 Pandoria
  - North Lighthouse
- 35 *Alea*
  - Mountain of the Auratree
- 37 Narcysus
  - Sacrifice Tower
- 39 *Gruveria*
- 39 *Kumarbi*
  - North Temple Kumarbi
- 40 *Kuthos*
  - Lexis Laboratory
- 42 Kingdom of Danubia
  - North Bubble Danubia
- 44 Kingdom of Auralio
- 44 Kingdom of Arturia
- 47 Island of Fate
- 48 *Triesta*
- 48 *Portravia*
  - Mountain of No Return
- 50 Elven Grove
  - Temple of the Gods
- 53 *Picolonia*
- 54 *Baleara*
  - Temple of Vengeance
- 56 Durinea
  - Tower of the Waldbreit
- 58 Chadda
  - Dragon Mountain
- 61 Aquataria
  - Underwater Temple
- 63 Kingdom of Taru
- 64 *Kurvan*
  - Siege Towers
- 66 The Finale
- 68 Shop and Hotel Guide

# Controller Functions

The adventure can begin. But before you start the journey, you should first familiarize yourself with Maxim's controls. On this page, you will learn everything about the actions you can perform with the buttons and keys of the controller. On the following pages, we will then provide you with special tips for the individual functions.



You need the A-button. When you are within your adventure, you will most often need it. If you are inside a town, you can speak to the inhabitants by pressing the A-button. If your conversation partner has a lot to tell you, you can advance the text windows by pressing the A-button. During a battle, you determine your tactics with this button. Select a variant with the D-pad and then confirm your choice with the A-button. In labyrinths, you can pick up chests or open doors. In the selection menus, you can confirm chosen options or select items with the A-button.

**X** The X-button is pressed to open the main menu. In this menu, you can make various settings. We will describe the exact functions to you at a later point. Within the submenus, you can use the X-button to call up explanations for items or spells. Move the cursor to the corresponding item and press the X-button to receive more information.

**et an enter** With the help of the R-button, you can target a group of enemies with an attack in battle mode, if your attack variant offers this function. Press the R-button as soon as the cursor is directed at one of the enemies. If you cast a spell that targets your group (party), you can also use this button to select all members. Within a labyrinth, the R-button has another function. Hold it down to move the character you control in place. This is especially useful when there is not enough space and things get particularly tight. By the way, turning your hero is not counted as movement, i.e., the enemies remain where they currently are. Within the submenus, you can use the R-button to scroll through the lists of items and spells.



Luria uses the D-pad to move your party across Luria's continents or within labyrinths. When encountering hostile creatures, you can select an action using the D-pad. Hold it to choose the respective option and confirm your selection with the A-button. In the various submenus, you can move the cursor with the D-pad.



The Start button is used to start the game. In a battle scene, you can pause the game with this button. Press it again to resume the game.



If you are in a labyrinth, you can press the Select button to call up the ring menu for special actions. Rotate the ring with the D-pad until the desired function appears within the selection square. Press Select again to exit the ring.



The B button is used to cancel a choice as long as the corresponding action has not yet been executed. In towns, you can cancel conversations with other people using this button when you are given a choice between two options. You can also use the B-button to exit the menu when dealing with merchants. During a battle, you can cancel the attacks of individual party members if you decide on a different attack variant. In all submenus, pressing the B-button returns you to the last selected menu.



The Y button allows you to use the activated special action. With the Select button, you choose one of the actions from the special menu and can then use it in the labyrinth by pressing the Y button.



With the help of the L button, you can speed up battles with enemies. As soon as the battle screen opens, you must hold down this button to activate the party's battle automation. Outside of battle scenes, this button has various functions. You can pick up chests, cut grass with the sword, or use the selected special action. In the submenus, you can scroll the cursor through the lists using the L button.

# Game Start

As soon as you press the Start button on the title screen, your adventure can begin. On the save screen, you can either start a new game or continue a saved game. If you want to pause the game at a later time and then continue, you will return to this screen.

## New Game

After pressing the Start button, you will reach a screen with four save slots. Here you can continue a saved game or start a new game. Select "START" or one of the save slots and confirm your choice with the A button or the Start button.



## Save

In every town, you can have your current game progress saved by a priest in the church. In some labyrinths, you will find special fields that also have a save function. To save, select one of the save slots and confirm the action with the A-button.



## Name Entry

The main character in Lufia is Maxim. However, you can also give him a name of your choice, as long as the name does not exceed 5 letters. Press the Start button to confirm the name and continue the game.



## Continue

If you want to continue a saved game progress, press the Start button on the title screen and select the corresponding save file using the D-pad. Confirm your selection with the Start button, and your adventure can continue.



# Screen Displays

The screen display changes depending on the situation you are in. Below are the various screen displays that you can see during the game. Take your time to familiarize yourself with the different displays so that you can navigate the game comfortably and are not surprised by the multitude of submenus and indicators.

## Stores and Shops



In the various stores and shops, you can purchase goods or spells for the appropriate payment. Go to the shop owner and speak to him to access the selection screen.



You move the cursor through the various selection on menus using the D-pad. Confirm your choice with the A-button to proceed.



With the help of the B-button, you can undo a selection you have made. Within a submenu, it is used to exit it and return to the previous selection option. You can also use the B-button to leave the merchant mode.



The A-button is used to perform the desired actions. You can, by pressing the A-button, both speak to the merchant and confirm your choice to make a purchase or proceed to the next submenu.



If the cursor is on an item, chip, you can use the X button to call up a brief function description. In this way, you can also recognize whether the respective item has a destruction attack.



### L and R Buttons

The L and R buttons allow you to scroll up or down through the various offer lists of the vendor to get a quicker overview of the entire assortment.

## Open Land



With the D-pad, you move your hero group through the open land as far as it is accessible to you. If a flying ship or something similar is available to you, you can also move it with the D-pad.



You can press the X button at any time to call up the main menu City/Castle, to use items or spells. Remember to always keep an eye on your group's hit points so that the journey does not suddenly end.

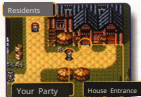


The A button is then used when you have special vehicles, such as the submarine, at your disposal. You can use it to operate the respective vehicle or to set the special mode of transportation.



The L button basically has the same L BUTTON function as the A button. However, the actions are carried out faster, since you do not enter a selection menu, but the corresponding action is applied immediately and directly.

## Cities and Villages



If you find yourself in a village or a city, you should definitely speak with all the inhabitants. They often have important information for you. After completing a task, speak to the same people again. Perhaps they have more to tell you.



You can use the D-pad to steer your group through the streets of the cities and villages.



Also in cities, you can open the



With the A-button, you can talk to the residents of the cities. If they have more to say than fits in one text box, you can flip through the boxes using the A-button.

The L-button has the same function as the B-button.

## Labyrinths



In labyrinths, brave fighters can uncover many great treasures. Unfortunately, these places are also teeming with monsters, but fortunately, they are visible. So you are warned and know exactly what to expect. In the winding corridors, you also have to solve some quite tricky puzzles.



Use the D-pad to guide your Party through the corridors of the labyrinth.



With the A button, you can shake, place A and open treasure chests.



Press the Y button to activate the currently active special action.



With the B button, Maxim swings his sword. With it, he can easily cut through tufts of grass that block the way.



The X button is used to open the main menu.



When you press the Select button, you select the special actions. You select the one with the Y button.

Hold down the R button to move 100. This can save each from some sticky situations.

The L button has the same function as the B button.

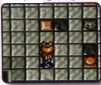
## Puzzle Knowledge

### Switch



Switches are there to make meetings or ladders and bridges appear. You can place switches when you stand on them and press the A button. Unreachable switches can also be placed with arrows.

### Exploring every room to the Max



From time to time, it is necessary to pick up boxes or clay pots and place them on switches. To do this, stand in front of the corresponding object and press the A button to pick it up. To put it down, press the A button again.



In some labyrinths, it is part of your task to move pillars or stones. Run against the stone or pillar while holding down the A button. By the way, you can only push objects, never pull them!



In almost all towers, halls, or labyrinths you need a key to reach the final goal. These keys are kept in colored boxes. You can recognize the corresponding colors, which fit your collected keys, by the large mark on the rock.

### Signboards



In some rooms, hint signboards hanging on the wall stand in front of them and greet the A-button to read the messages. In this way, you receive important tips that make solving the puzzles easier.

### Tufts of grass



Such plants can hinder you even be of help. Sometimes they are part of a puzzle, sometimes not. Press the B-button when you stand in front of a tuft of grass to cut it down and clear the path.

### Brittle Walls



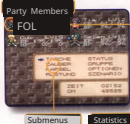
At some points in the labyrinth, the walls already show small cracks. Here you can try to create new paths with a hammer or the hammer. The most valuable treasures are often found in such places.



Normally, rocks are impassable obstacles. However, some of them you can break with your hammer and thus clear the way. Unfortunately, you cannot tell by looking at the rocks which ones are breakable and which are not—just by the hammer.

## Main Menu

Pressing the X button opens the main menu. Here you see the current status of your party and can access the various submenus, which we will introduce to you on this page.



The control pad is used to navigate the cursor through the main and submenus.



With the help of the A button, you can enter the desired submenu or select an item from a list—in short, it serves to confirm your selection.



Pressing the X button opens the main menu. Pressing this button again closes the menu and returns you to the normal gameplay screen.



The B button has two functions within the main menu. You can cancel a selection by pressing it and also exit the main menu to return to the game.

## Submenus

From the main menu, you can select a total of eight different submenus by moving the cursor and confirming your choice with the A button.

### Bag



Here are all the items you have collected or purchased. You can use, sort, or discard them as you wish.

### Magic



In this submenu, you can view the spells that each character possesses. You can also freely use or sort the magical formulas.

### Capsule



At this point, you see which Capsule Master each member currently has in your party. Here you can exchange monsters (NEX T), feed them, or change their names.

### Armor



If you open this menu, you can view the clothing and equipment of each party member. Here you can also equip or unequip weapons or armor pieces.

### Status



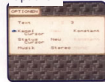
This submenu gives you a deep insight into the personal data of each character. Their values, appearance, and experience level can be entered here.

### Group



With this function, you can set the battle position of the figures based on their roles. You should ensure that stronger members are in the front row, while weaker ones are in the back row.

### Options



Here, the basic settings that affect the game are defined. Text speed, sound mode, and cursor control can be adjusted according to your preferences.

### Scenario



This list shows the scenario items. These are game-critical items that you cannot use directly but are essential for the progression of the game.

## Personal Values

Based on this information, you can see how strong each character is and what personal attributes they possess. The values increase depending on the level the character has reached.



### HP

This value provides information about the strength of a character. The higher this number, the more damage a hit will cause. This value can be significantly increased by wearing special items and weapons.



### MD

Magic Points are needed to cast spells. Each spell consumes a certain number of magic points. The right number shows the maximum amount of magic points, while the left indicates the current status. How many points a spell consumes can be seen as a number value to the right of the spell formula.

### RWC

The higher this value is, the faster the respective character can move. The faster he moves, the easier it is for him to avoid enemy hits and reduce the damage taken.

### ATK

The Attack value provides you with information about the fighter's technical level. The higher this value is, the more precise the strikes a character delivers will be. Thus, some enemies may be defeated already after the first hit.

### DEF

Defense points are very important. They determine how many hit points each enemy hit costs. You can see the number of Increase key points when you equip your armor items.

## INT

Intelligence determines which spells a character can learn and how much damage they deal. A higher intelligence quotient ensures that the effectiveness of the spells is improved.

## MT

The value of Courage affects the effectiveness of your Rage attacks. The braver your character is, the more powerful the use of Rage attacks will be. The hit points of weaker fighters will be depleted faster.

## MGA

The value for Magic Defense indicates how sensitive the members of your group are to magical attacks. A higher MGA value causes the respective character to take less damage from magic attacks.

## ERF

Experience points are needed so that your characters can become stronger after each encounter. All victorious fighters receive experience points. A certain number of experience points. Once you have collected a certain amount, the level of the characters increases.

# Special Abilities

Special abilities can be acquired by using special tools. In this way, you can reach places or find clusters that would be inaccessible without these aids.



## SELECT

The Select button opens the ring with the special tools. Here, all the tools you have already found are displayed. Rotate the ring with the directional pad until the desired item appears within the window. Then press Select again to exit the ring.



You can control the ring with the D-pad until the tool desired by Each appears in the window.

## Ring Menu



By pressing the Y button, you activate the one selected by Each. Use the Y tool. You can use it as many times as you

## Grappling Hook

The grappling hook is a very useful tool for overcoming chasms and narrow gaps. Shoot it in the direction of a pillar or a wooden stake so that your party can be pulled across. It can also be used to momentarily freeze enemies, allowing you to safely pass by them.



## Bombs

At fragile wall sections, bombs are the best means to explore whether a passage is hidden behind them. Place them with the Y button and move six steps away to trigger the explosion. You can also use your sword six times. By the way: The explosion is harmless to your party—no one within the bomb's radius will be injured.



## Arrows

If necessary, you can shoot arrows across the entire screen. This way, you can hit enemies even from a great distance. You can also activate switches that are out of your direct reach by shooting an arrow at them from the correct direction—it depends on which direction you need to move the switch.



## Fire Arrows

These special arrows have the same properties as normal arrows. However, there is an additional feature: you can use fire arrows to burn grass tufts. This can prove useful in some situations, for example, if a grass tuft has grown behind a stone that needs to be moved.



## Hammer

The hammer works on the same principle as the grappling hook. But instead of grappling, it destroys obstacles, unlike a bomb. You can also use this tool to break fragile spots in walls or to clear rocks lying on the ground.



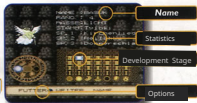
## Origin

This special spell is needed by Ibr to restore a room to its original state. For example, if Ibr has pushed a stone in the wrong direction while solving a puzzle, you can undo the mistake with Origin. Open the tool ring and press up on the D-pad to cast the magic.



# Capsule Monster

Capsule Monsters are creatures that assist you in battles. You can encounter them in various locations throughout Lufia. However, these friendly companions have their own will. You cannot control their actions during combat.



## Almost Insatiable Hunger

You can directly influence the growth and

experience of the monsters. If you feed the monsters food they like, they will grow, change their form, and learn new abilities.



## Seven Monster Friends

During the journey, you can encounter seven different Capsule Monsters.

They come from various elements and possess a wide range of magical abilities.

If you have met more than one Capsule Monster, you can choose which one will support you in battle.

### Neutral AVOR

Aver is an element-neutral being. His attacks are not supported by magical abilities, but he mainly relies on his physical strength.



### Wind CRAOS

He uses powerful wind magic to drive enemies away. He has strong offensive abilities but is not very brave. This causes him to quickly disappear when enemies fight fiercely.



### Dark ERLIK

He possesses very good offensive power and very powerful spells. However, he has low defensive abilities. Therefore, he is easily injured and quickly defeated by a enemy attack.



### Fire GORDO

True to his nature, Gordo prefers fire attacks. He tends to run away when battle goes with enemies last too long.



### Light BASUK

Basuk may appear somewhat delicate, but he is one of the most useful monsters. He uses the positive power of light to heal your party members or restore their health points.



### Water DULAN

You can meet him relatively early in your journey. His physical abilities are not very well developed. This means he can only support you to a limited extent—but it is better than traveling the world alone!



### Earth FRAN

He is the strongest of all Capsule Masters and fights to the bitter end. However, if he is hit by magical attacks, he loses a lot of hit points at once.





# Combat System

You can assign each party member a special attack that at you can target at each individual enemy or the entire group. You are flexible in the use of spells or also rage attacks, and in this way, you can discover the most effective attacks.



Enemy  
Enemy Name  
Status Info  
Party Member



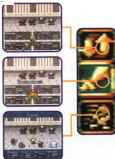
Rage Points

## Battle Options

You can change the position of your party members, fight or flee. If a surprise attack occurs, you are initially exposed to the first wave of enemy attacks before you can perform any actions.

### Position Swap

With this function, you can move weaker members of the group to the back and stronger ones to the front. This option is especially useful when you lose too much strength due to surprise attacks.



### Fight

By choosing this option, you proceed to the attack phase. With this choice, you do not decide on any special behavior but simply choose to attack the monsters directly.

### Flee

If, for whatever reason, you decide to leave the battle and flee, choose this option. However, if you are unlucky, your attempt to flee may fail.

## Rage Points

If the letters RP appear behind the name of an item, it means it has a rage attack. These rage attacks consume more or less rage points when used. If your current balance is insufficient, you cannot use the rage attack.



## Attack Tactics

If you select the Fight option, you have the choice between five behavior patterns for the individual characters. Of course, it is important to note herethat characters who are not magically gifted can not use spells.



### Defense

The defensive tactic is recommended when the respective character has only a few hit points left. In this mode, the character takes less damage.



### Weapon

It targets an enemy and attacks it with the weapon that it has equipped. You should make it sure to focus on one enemy at a time because those who are defeated can no longer deal damage.



### Magic

If the character has magic points for spellcasting, you can use them here. You can freely choose the enemy to attack.

When attacking enemies, the effectiveness of the spell naturally decreases.



### Wrath Attack

Each time your players take a hit, their rage points rise up. If a character enters his rage attack, you can use it when the rage points are sufficient for activation.



### Item

With this option, you can use an item, such as a healing potion.



# Restriction of Combat Power

During the battle, the enemies perform attacks. Conditions that cause a more or less permanent limitation of a character.

Therefore, make sure to carry items with you to cure your player characters.

### Poisoning

A very unpleasant condition, as the poisoning continues even after each battle until the character is healed. The character steadily loses his points.



### Confusion

In this state, the respective character withers. He can no longer receive instructions, but reacts quite unpredictably. If you are unlucky, he may even attack his own allies.



### Sleep

More or less safe, the condition causes the character to show no reaction and practically does nothing using battle time. If you are lucky, the fighter will awaken on his own.



### Ban

A ban affects the magical abilities of the character, as spells can no longer be used in this state.



### Paralyze

Paralyzed fighters next to each other also no longer participate in the battle. Their body reactions are completely out of control and they are doomed to endure enemy hits without counterattack.



# Das Abenteuer



# The World of Lufia



- 1 = Taia
- 2 = Tarika
- 3 = Lunaria
- 4 = Tanbel
- 5 = Clamento
- 6 = Pandoria
- 7 = Gordovan
- 8 = Minias

- 9 = Rusalka
- 10 = Alea
- 11 = Gruberia
- 12 = Narcysus
- 13 = Kumarbi
- 14 = Kythos
- 15 = Danubia
- 16 = Auralio

- 17 = Arturia
- 18 = Agurio
- 19 = Triesta
- 20 = Portravia
- 21 = Baleara
- 22 = Picolonia
- 23 = Dragon Temple
- 24 = Elven Grove

- 25 = Durinea
- 26 = Chadda
- 27 = Island Temple
- 28 = Kirvan
- 29 = Destiny Island
- 30 = Taru
- 31 = Wonder Forest
- 32 = Lexis Shaia Laboratory

# Taia

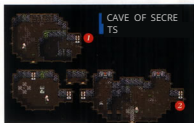
Since his birth, Maxim has lived in Taia, a small idyllic hotel town at the foot of the great mountains. Tia, the shop owner of the magic shop and best friend of the young hero, buys the hunted monsters from him, which he tracks through the surrounding forests. Since time immemorial, peace and order have prevailed in this dreamy place—until today...

City Map  
A Church  
B Laden  
C



## The Course of Events

For a long time, Maxim has felt that fate will give him another task. Although he does not want to admit it to himself, deep inside he knows that one day he will embark on a great journey. The day of departure is near, but no one in Taia yet knows what dangers and adventures await Maxim.



## The Council of Elders

After you have sold the day's haul to Tia, you should direct your steps out of the village. At the village exit, you will be approached by an old, white-bearded man who invites you into the Cave of Mysteries. Of course, Maxim has already heard of the existence of this place, but never has a mortal dared to enter the cave. Curious, you head south.



## The Task

In the Cave of Secret TS, you will be introduced to the basic controls of the game. You will learn how to flip switches, defeat enemies, or move stones.

The elder stands by your side with advice and support and explains all the details in the different rooms.



If you have moved a stone or a pillar into the wrong position, you can use the Urnager to return the objects to their original position.



## Movement Theory

Right at the entrance of the cave, you receive very important information about the behavior of the enemies. They only move when you move. You should take advantage of this fact. In this way, you do not have to fight every enemy in a room. Through skillful and deliberate movements, you can avoid them.



At the beginning of the adventure, the monsters move randomly through the rooms. Later, they might specifically target you.

The Elder explains to you the behavior of the monsters



## Shortcuts

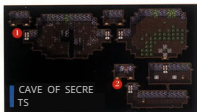
In caves, you will reach spots where arrows are located on ledges or cliffs. Here,

you can shorten the path by jumping down. However, make sure beforehand whether the jump down is also sensible.



## Key Experience

In most labyrinths, you will sooner or later find a locked door. The matching key for these doors can also be found in the respective labyrinths. However, the path to the purple tubes containing the keys is often arduous, as you have to solve tough puzzles.



## Grass Cutting

You should pay special attention to the tufts of grass growing in the caves. Occasionally, special switches are hidden beneath them. Use your sword to cut down the tufts.

Stand in front of it and press the B button, so that you can see what is underneath.



## Strange mechanisms

It could well happen that you reach a locked door within alabyrinth, but find no switch nearby to open the door. Here, it might be useful for you to defeat all enemies present in the corresponding room. If the door still does not open, you have overlooked something. Or the thing you want to open is not a door at all!



## On the spot

One of the most important functions you can perform with the R button. If you hold it down, you can make Maxim stand still in any direction. This function is especially useful when you have little space and need to place a vase or pot on a switch.



## Delicious Mafil

After he has learned the lessons of the cave of the Geheimnisse, you can return to Tia and visit her. She has prepared a delicious dinner for you: a stinky fish. However, this meal has a catch. Already upon entering Tia's house, Maxim notices that the fish lives up to its name. To make matters worse, the taste is no less unpleasant than the smell, and the cozy atmosphere is somewhat spoiled...



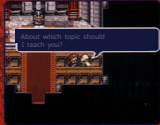
## Monster alert

With a queasy feeling in his stomach—but happy to be done with the stinky fish—Maxim leaves Tia's house. He notices an excitedly murmuring crowd and learns that the bridge to Tarika is swarming with monsters and impassable. Of course, the brave hero immediately volunteers to tackle this problem and clear the way for everyone again.



## Gossip or information?

Before you embark on the eventful journey to Tarika, you should definitely visit the church. There, you can not only save your game progress but also receive many useful pieces of information. Talk to the man sitting on one of the church benches. He will willingly answer all your questions. And the best part: he doesn't even ask for money!



This man, however, knows many things. Talk to him and you will receive a variety of questions that you can ask him.

## Hidden by grasses

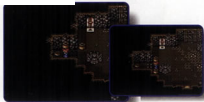
At this spot, you should examine the tuft of grass more closely. Beneath it is the switch that opens the door. Stand in front of it and press the B-button so Maxim can draw his sword and cut down the grass. Then walk over the switch to open the door.



## Spiked Barrier

You can open the door upwards if you place a vase on the switch. However, you can only reach the switch after you have removed the spikes surrounding it. Place the first vase in the middle and also get the second one. Now place one of the two on the

first switch, to  
the spikes to  
sink. Take  
then the second  
Vase in hand and  
sets it to the  
Opening mechanism  
*MUS - simsalabim!*



## Bridge pioneer

Unfortunately, it is no longer possible to determine who is responsible for the missing parts in the bridge.

In any case, you must repair them to proceed at this point. Go to the switch located to the left of the bridge and activate it. This way, you will complete the middle section of the bridge and can continue your path unhindered.

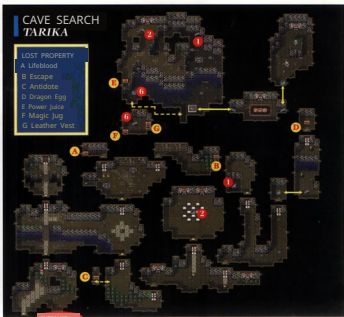


Carry the bridge parts to the holes and throw them in so that you can cross the bridge.

## CAVE SEARCH TARIKA

### LOST PROPERTY

- A Lifeblood
- B Escape
- C Antidote
- D Dragon Egg
- E Power Juice
- F Magic Jug
- G Leather Vest



## See you later...

If you reach this point for the first time, unfortunately, it represents a dead end for you at this time. You can only proceed here once you are in possession of the boarding hook. Once you have found this tool, you can use it with the help of the Pull wooden stakes to the other side and continue exploring his path at this point.



## Mysterious Encounter

Just as you are ready to leave the Hible behind and to leave, a strange woman appears on the screen and tells you some enigmatic things about your fate and the future in general. As oracular as her appearance may sound, she is (probably) not

Moreover, she

also disappears just as suddenly as she appeared.

Do you want to know the reason, Maxim?

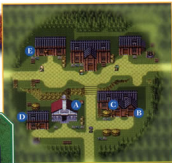


# Tarika

This city is world-famous for its aromatic teas, which are produced here in great variety. Take your time to quietly enjoy a cup or two. It is said to have magical powers...

## Shocking Greeting

You have not yet taken ten steps toward the village center when the entire area is suddenly shaken by a strong earthquake. Your inquiries among the residents reveal that some of them are quite confused. They believe that a large fish in the northern lake is causing the tremors. It is hard to believe the strange ideas people come up with when they are afraid...



CITY MAP  
A Church  
B Shop  
C Hotel  
D Magic Shop  
E Tea Shop

## Reinforcements

In this room, you must solve a small puzzle to open the door. First, defeat all the enemies present here and remember the order in which you fought them. Once all monsters are defeated, a wall opens, behind which the enemy symbols appear as

Targets for skilled archers

Take them under fire in the order in which you fought them and be surprised at what happens.



## Hidden Behind Columns

Once you reach this point, your urge to explore suffers a slight setback. Neither of the two doors can be opened. The solution to

- the puzzle lies in the stone pillars in the middle of the room. Depending on the direction in which you move the structures,
- you can open one door or the other. You should definitely investigate all paths. You never know if you might have overlooked an important item when you take one path.



## The rust of many years...

...ensures that the switch to open the door does not move a millimeter when you stand on it. To see what is behind the door, you have to drop down through a hole from the upper floor. The only problem is that you obviously cannot see the switch from above. But don't worry: if you fail, just run back upstairs and try again... and a gain... and again...





## Driven into a Corner

The sign on the wall has already told you: This narrow corridor is filled with the most dangerous enemies. But as life often goes, the best things are often found in the most inaccessible places—just like in this case. However, before you enter the corridor, you should explore the walls around it. Someone once said there is a secret passage here. Maybe you will find it and be able to face the monsters with better equipment.



Examine the walls around this corridor to find the secret entrance to the back chamber. Make sure Hektor has enough healing items in his bag so that you can cure him if needed from the effects of a tough battle.

### LOST ITEMS

C. Healing Syrup  
D. Jaguar Ring  
E. Key

### SEE-CAVE



## Allow me to introduce: The Satyr Fish

The confused old man in Tarika was indeed right. The cause of these strong earthquakes is actually a huge fish. He himself doesn't really know why he causes them. He was a bit bored and just found this as a way to pass the time. But now you are with him. Of course, he won't stop the tremors voluntarily. You will have to convince him with some powerful arguments. The time for your first great heroic deed has come!



The Satyr Fish is no easy opponent. It can take a lot of hits and delivers fierce blows. But if you want to become a true hero, that must not bother you. Perhaps you have some items in your bag that can help you!

## You are being pursued!

When you return to Tarika after the glorious victory over the Satyr Fish, the earthquakes have, of course, long since stopped. With a chest swelling with pride, you enter the city and learn that a girl has been looking for you. A girl had been looking for you. She followed you to the sea cave. Strange... you didn't meet anyone, did you? Reason enough, then, to return once more to the cave and search for the girl.



A young woman has been looking for you. I said that you had gone to the sea cave.

## Togetherness

Of course, it was Tia who followed you

from Tala and is now in quite a predicament in the sea cave. Surrounded by enemies, even the last escape route is blocked for you. But with your appearance, the tide turns and Tia can escape from the monsters.

She informs you that she will accompany you from now on. Therefore, in future battles, you will no longer be on your own but can count on her help.



## Monsters and Forests

Attentive listeners will notice in Tarika that a legend about a strange monster is circulating. You should definitely verify the truthfulness of this legend. If you meet this monster, it will join you. Keep your eyes and ears open so that you can make the acquaintance of this useful companion. Oh yes, the monster is said to reside in the western part of the country.



# Kingdom of Lunaria

In the small town of Lunaria, at the foot of the great castle, Ibr learns quite a bit about the legendary crown jewels of the kingdom. Whether out of interest or curiosity, Ibr decides to take a closer look at this treasure. But as fate would have it, the jewels are stolen!

## Rapid Escape

You quickly realize that the thieves of the crown jewels could have taken only one escape route. The way out is blocked by the king's guard, so they must have fled into the castle's cellar. There you meet a guard who confirms your suspicion. You set off as quickly as possible in pursuit of the audacious



Terrific headshots have been plaguing the guard since the crown jewels were stolen. They are trying to escape with the crown jewels.

through the cellar and the castle's sewage system to escape.



## Hook Plague

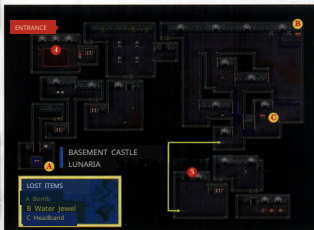
You must be terribly curious about what is inside the cauldron, right? Unfortunately, you are out of luck, because at the moment you cannot reach it. Only when you possess the boarding hook can you check what's inside. But here is a hint for you: You can definitely make good use of their item, so remember to turn here at the appropriate time.



## Original or Fake?

As you look at the jewels in the throne room of the castle, a man appears who claims that the treasure is a fake. He grabs the jewels to check their authenticity. But thanks to an attentive guard, the man's true identity is soon revealed and he is exposed as one of the thieves. The gangster couple Boris and Berti have already pulled off several heists and want to continue their streak of success with the robbery of this treasure. But you shouldn't make it

too easy for them, because after all, you are promised the Crown Jewels a juicy



## Shifting Around

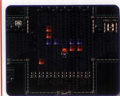
A tricky puzzle awaits you in the rooms of the castle basement. If three blocks of the same color are in a row, they disappear. When all have disappeared, the door opens. What sounds quite simple at first glance will soon turn into a hair-raising puzzle. You push this way, you push that way, and suddenly, the blue stones have disappeared while the remaining two are still there. So, start over again!



Examine the picture carefully and move the stones to the depicted situation.



Now your attention should be focused on the red stones.

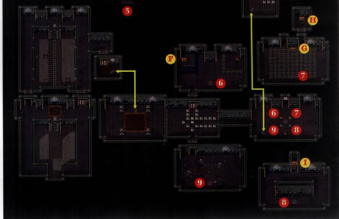


Having arrived at this picture, the solution is of the middle to be removed. Unfortunately not for every attempt.

### LOST ITEMS

- D Escape
- E Cloak
- F Dragon Egg
- G Miracle Fruit
- H Healing Syrup
- I Light Knife

### BASEMENT CASTLE LUNARIA



## Bomb atmosphere

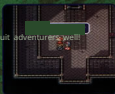
In order for you to retrieve the contents of this chest, you must overcome the ditch. Place a bomb on the box and make sure it explodes.

After the explosion, the ditch should no longer be an obstacle and you can open the chest.



## King's joys

Fortunately, Berti and Boris cannot exactly be called geniuses. This circumstance makes it easier for you to pursue and rescue the state treasure of Lunaria. After you have reclaimed the jewels, you must return to the throne room of the castle. There, the king, beaming with joy, will receive you with honor. He will ask you the difficult question of what reward you desire for your great deed. Think carefully before you give him an answer. After all, you surely want to make the best out of this situation. A small tip: Modesty and a crown always suit adventurers well!



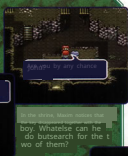
## Interlude

With (hopefully) a well-filled purse, you set out for Tanbel. In the shrine that is supposed to take you there, you meet some people. They tell you that the key to the shrine is missing. Usually, keys disappear

The key is not so much missing to you nothing and you also learn about a little boy who was last seen in the Northwest Cave. Does he have the key with him?

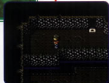
John has taken the key and has gone into the cave.

In the shrine, Mavri notices that the key is missing. What else can he do but search for the two of them?



## Stair Trick

There must be steps somewhere that lead further down - but where? The answer to this question is hidden in this room. If you take the trouble to examine the entire room, you will find that there is a hidden switch in the floor. This causes a staircase to appear on the other side of the hole. Place the vase located in the corner in this switch and you can descend the stairs.



To keep the staircase visible on the other side, you must place the vase on the hidden switch. Only then can you enter the steps down into the depth.



## Trapdoor

Pay special attention to the floor in this room. Cracks show you where the floor is fragile. Let yourself fall down to open the door.



## Swiss Bridge

Once again, you find bridges that resemble Swiss cheese more than a crossing to the other side. You have no choice but to apply your bridge-building skills once more and repair the holes in the crossings. Obtain the parts and throw them into the holes so that you can safely reach the other side.



## Turbo Plants

When you reach this spot, it will surely become clear to you that you have to push the stone onto the switch. But that is easier said than done! Because if you cut down the plants, it takes a full three steps before they sprout cheerfully again.

You therefore have to place bombs and blow up the tufts of grass.

Remember that with the help of the

R-button you can perform movements on the spot without these being counted as steps.



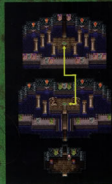
### NORTHWEST CAVE



#### LOST ITEMS

G Feather Armor K Witch Ring  
H Strength Potion L Jet Helmet  
J Magic Potion M Healing Syrup  
I Power Bracelet N Key

## Further Travel



Thanks to your brave commitment Junge and the key are saved. Ibr

shrine and open the door to Tanbel. All those waiting breathe a sigh of relief as Ibr enters the shrine unharmed. The young culprit, responsible for the disappearance of the key, promises to improve, and you can continue your journey reassured.

## Dried Out

The water blocks your way to the end of the labyrinth. Flip the corresponding switches so that the water drains and you have a clear path to the rest of the

path to be covered. The dried-out rooms should be examined carefully, because a secret passage can easily be overlooked.



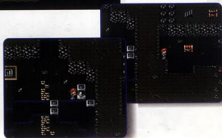
With these switches you can influence the water level thus you need path.



## Floating pillars...

...of course do not exist, at least not if they are made of stone. However, you can still use them to cross the water. Push the stone pedestals into the water. They are high enough so that

you can walk over them and reach the other side with dry feet. The tribewill thank you with its content.



## Tanbel

Leana, the hotel owner, you have already met in the shrine. She warmly welcomes you to her inn and introduces you to her brother Guy. His stately figure and impressive appearance leave a lasting impression on you.

## Challenge



## Bold Kidnapping

Idura, a wicked fellow from the depths of Hades, has decided to kidnap Leana after the defeat of his servants. Guy is furious and asks you and Tia to help him with the rescue operation. Together with the brave fighter, to the southeast tower to free his sister from the clutches of evil.



SOUTHEAST TOWER



## CITY MAP

### A Hotel

C Shop

D Magic Shop

E General Store



## One too few

Hold down the A button and move in the

direction in which you want to push the stones.

If you want to move, You must repla

ce the missing to  
new with the vari

Once this puzzle is solved, the



## Open Sesame!

Unfortunately, the wall does not know the effect of this phrase and therefore remains firmly in place. To move it nonetheless, you must take care of the pillar.

Push

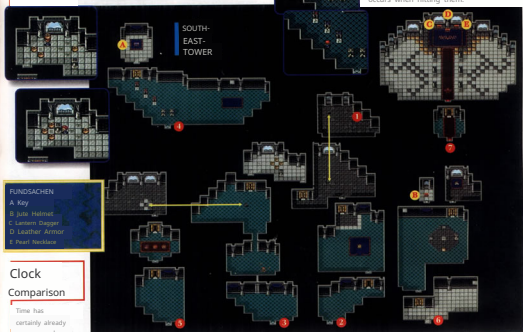
it to the right and  
left so that

rigidity and opens.



## From here to there

Another locked door again! To open this passage, you must bring the stones and the pillar to the left part of the room. First, push three stones onto the darker tiles. Then place the pillar in the middle of the stones and finally position the last stone.



## Clock

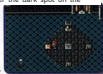
### Comparison

Time has certainly already some prank

played, but in this room she will open the locked door for you. Consider the dark spot on the

floor as a clock face and the pillar and the stone as its hands. Move the

hands so that the time shows nine o'clock. In this case, the stone is the small hand!



## Acoustic Sensors

Such technical refinements actually play a role here. The door only opens if you produce certain sounds in the correct sequence. Strike the pillars and imitate the sound that occurs when hitting them.

## Bone hiding place

Skeletons usually do not serve to encourage adventurers. Therefore, you should take a bomb and pulverize the bones. Beneath them a hidden switch will be revealed, which opens a new path for you.



## In safety

Unfortunately, Leana was seriously injured during the kidnapping operation. But at least she is now safe. Guy is relieved to have saved his sister and decides to accompany Maxim and Tia. He runs Leana in the care of his family and fights cir- Together with the Both against the rule of the



## Remaining stock

Be honest: Have you noticed the chests located on the top floor of the tower? Or were you so fortunate to have defeated the villain and saved Leana that you overlooked the treasures?

If the contents of the chests already belong to you, you need not feel addressed.

However, if that is not the case, you should return to the tower immediately and make up for what you missed.





# Clamento

Clamento is a small, dreamy town. A famous glassblower runs his workshop here and creates the most beautiful art objects from the transparent material. However, the sales of these go ods have somewhat stalled, causing him and his family to fall into financial difficulties. Perhaps you can help him?

CITY MAP

A Hotel

B Church

C Shop

D Magic Shop

E Glassblower



## Red Legend

A legend haunts the minds of Clamento's armed inhabitants. A mysterious ruby is said to exist, whose beauty makes everything else fade. Especially Claude, the richest man in town, is obsessed with the idea of winning this gemstone. He offers you a generous reward for procuring the Apple Ruby. Your adventurous spirit and the glassblower's money note convince you to accept the task and start investigating.



## Missing for days

Tia is especially fascinated by the blinking art objects of the glassblowing workshop and drags Maxim into the family's shop. In a conversation with the owner's wife, you learn that her husband has set off towards Rubinoble to search for a special

NOTE: There is a reason to be already from several days.

Since you have the same destination anyway, you promise the good lady to look after her husband. As a small consolation, Maxim buys a pair of earrings for Tia.



## Monstermeeting

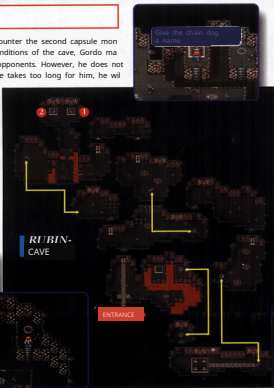
In the Ruby Cave, you can encounter the second capsule monster. Adapted entirely to the conditions of the cave, Gordo mainly uses fire attacks to strike opponents. However, he does not have much patience. If a battle takes too long for him, he will make a quick escape. Considering his abilities, this is a circumstance one can (longer) live with.

## Lava Lagoon

Before you can proceed to the monster meeting, you must first ensure that the lava drains away. These four switches serve that purpose. You must set them so that all levers point to the left.



1. Place top left
2. Move to the bottom left
3. Move to the top right
4. Move to the bottom right



Give the chain dog a name.

## Switch growth

At first glance, you have ended up in a dead end. But only at first! If you take a closer look at the bushes and examine them carefully, you will find an overgrown switch. If you activate it, a staircase appears that leads you further down into this labyrinth. There you will find broken bridges again—but you are already familiar with this procedure!



## Lava Islands

Unfortunately, physical laws also apply in the Ruby Bible, so you cannot cross the biting lava without aid. Fortunately, there are some rocks in this room that shatter as soon as they touch the lava. Throw them into the red glow so that small islands form in the lava on which you can walk. In this way, you can reach the stairs. However, you should not use the rocks only to get to the stairs. In the lower part of the cave, there are still a few



## Ruby in Sight

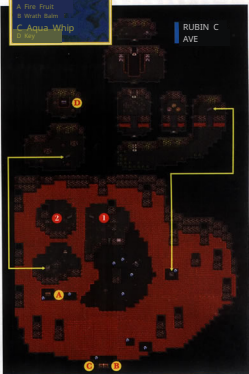
Before success, the programmers placed the work. Of course, you cannot simply pick up the coveted apple ruby, because first you must defeat the spider. Do not overlook the save station located in the anteroom. You should face the spider very well equipped, as it proves to be a very strong opponent.



### LOST ITEMS

- A Fire Fruit
- B Wraith Salm
- C Aqua Whip
- D Key

RUBIN C  
AVE



## Ruby Justice

Back in Clemente, you should first seek out Claude. He is so delighted that he doesn't even notice the scam with the apple ruby at all. His reward is accordingly generous, even though Tia almost let the whole story slip out. But at the latest, when you pass the money on to the glassblower family, Tia also recognizes the righteousness of your plan. In this way, everyone is satisfied. Claude laid to rest his legendary treasure and the money worries of the poor people born of the past—gone.



## On to Pandoria

The power of the wealthy Claude becomes truly clear to you when you enter the shrine in Pandoria. This also belongs to Claude and is strictly guarded. But you have fulfilled his wish and secured the ruby for him. Therefore, you may enter the shrine without hesitation.



SHRINE  
TO  
PANDORIA



# Pandoria

Pandoria is Selan's homeland. She is a fantastic swordswoman and leader of the royal bodyguard. You will very quickly make her acquaintance when you visit the castle. In the town, you can upgrade your equipment and take a look at the beautiful church in Rube—it will play a major role in this adventure!

## Women Power

As you enter the castle, you will witness an almost everyday scene: A guard soldier is training his sword skills and has to endure quite harsh hits. But the scene is not quite so ordinary, because the soldier's opponent is Selan. Like no other woman, she wields her sword and lands hit after hit. After training, she disappears into the depths of the castle and you decide to follow her.



### CITY MAP

- A General Store
- B Shop
- C Hotel
- D Church



The King's Wish The visit to the king goes extremely well for you, as your reputation has already preceded you. Therefore, it is only natural for the king to ask you to search for a legendary sword that is said to be located in the northern Sword Temple. You gladly accept the quest. To



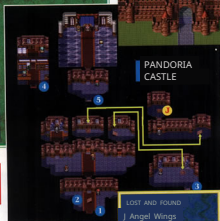
great joy Maxim asks the head of state to have his bravest warriors accompany you.

## The ground is moving

The platforms in this room start moving as soon as you step on them. You must try to step on the platforms in the correct sequence so that you can open the individual chests one after another. Use some of the platforms as stoppers for others to also reach the blue chest which contains the key to the temple.



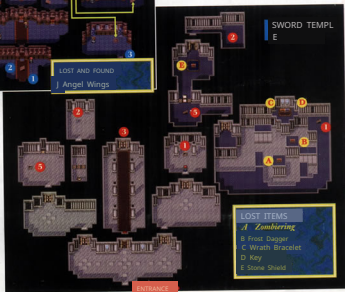
### PANDORIA CASTLE



### LOST AND FOUND

J Angel Wings

### SWORD TEMPLE

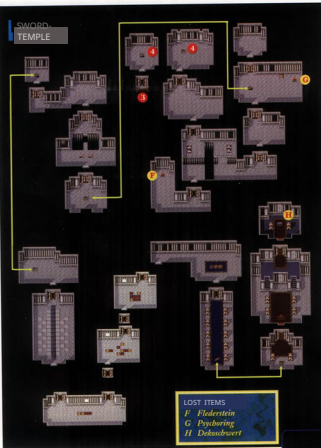


### LOST ITEMS

- A Zombiering
- B Frost Dagger
- C Wrath Bracelet
- D Key
- E Stone Shield

ENTRANCE

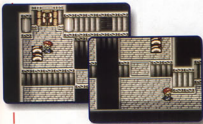
## SWORD TEMPLE



LOST ITEMS  
F Flederstein  
G Psychoring  
H Dekuschwert

## Switch Manager

The platform in the middle of the room can be controlled by the switches to get to the other side. The problem is that you can only move the platform in two directions using the respective switches. The solution is to toggle the switches so that the platform does not move. Then you can step on it exactly in the opposite direction next time.



## Remote Bomb Control

The path across this chasm is very treacherous. You must try to eliminate the crates and stay on the path. Place the bombs next to the crates and let them explode by drawing your sword. Pay attention to how the platform moves when certain crates disappear. Run on the floating path while it



moves to reach the other side. Safe to reach.

## Head-scratching puzzle

In this puzzle, you might end up with smoking heads. You must recolor all the existing stones so that they all have the same color. However, you only have a limited number of actions available. When solving it, you must absolutely consider that diagonal neighbors also change their color if the conditions are met. Refer to the images for the rooms. We hope they provide you with a



little assistance in positioning, to the smoke. Reduce Color to minimum.



## Bad News

You return healthy and sound with the sword in your luggage to Pandoria's king. However, events have accelerated in the meantime; he has bad news for you. The neighboring city Gordovan has been visited and completely destroyed by a giant. He asks you to check on things there because he fears for his own kingdom. Of course, he assigns Selan to your side.

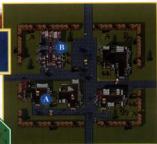


My king, if you allow it, we will accompany Selan.

# Gordovan

The once magnificent city with ornate houses resembles a field of rubble. Hardly a stone lies on another. All shops are destroyed. You can stay overnight in the ruins of the hotel, but otherwise, you cannot perform any actions here except for the services of the priest.

CITY MAP  
A Hotel  
B Church



## Something New in the West

Although none of the inhabitants know exactly what happened, most are sure that some giant attacked the city and then went to the tower in the west. Unfortunately, you cannot improve your equipment here. But you surely ensure optimal conditions in the last city to pursue the ominous villain.



### LOST ITEMS

- A Adlerstein
- B Speedysaft
- C Key
- D Hook
- E Muscle Ring

## WEST TOWER GORDOVAN



## Fernumschaltung

The first barrier you can pass by switching the lever to the color blue. Strike it with your sword. Now move the surrounding stones so that you can switch the lever back with an arrow. In this way, you can also overcome the next barrier. The only problem is to arrange the stones correctly.

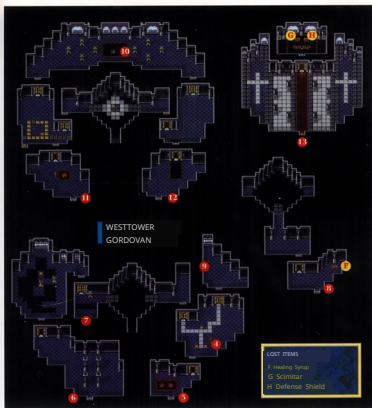
To change the order.



## Crush the chest

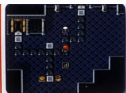
To sink the spikes into the ground, you must place a bomb on the chest in the stone square. Then leave the square and make sure the bomb explodes. The spikes will sink, and you can reach the door.





## Pathfinder

Place the vase at the lower end of the plates on one of the switches and walk on the plates toward the door you want to open. If you step off the path, the plates will change their color and the door will remain locked. In this case, you must start over from the beginning.



## Shift

In this room, you must apply a veyerspectral technique to succeed. Move the pillars, keeping in mind that you should move them so that you can then reach them with the grappling hook and pull yourself onto the middle platform.



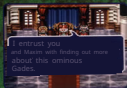
## Hellish Encounter

On the top floor of the tower, you encounter one of the Lords of Hell for the first time, who want to take possession of Lufia. Logically, your heroic deeds have even become known in the demonic circles. Therefore, Gades was sent out to stop and destroy you. The fight against Gades seems hopeless. Nevertheless, you can try your luck.



## Mission Completion

After a tough battle, you have defeated the seemingly invincible Gades. Iris, the mysterious lady whom you have already met, appears and reveals further tasks for your future. After this interesting conversation, you return with the success report to Pandoria. There, Guy learns through a messenger that the condition of his sister has unfortunately worsened. He returns to his home village to check on things. Now your group has unfortunately shrunk, but perhaps you will meet new friends.



# Minias

Minias is a small village. But a famous builder lives here. However, he is currently occupied with a new assignment in a nearby cave.

## Repair Assignment

In Minias, Ibr meets a nice, pretty young lady. She is the daughter of the builder and tells you about the cave and the destroyed bridge inside. Her father set out to repair the bridge. However, many days have passed since his departure, and she is slowly beginning to worry that something might have happened to him.



CITY MAP  
A Hotel  
B Church  
C Shop  
D Magic Shop

## Switch Hours

Here again is a remote trigger indicated by an arrow. Shoot the switch so that the pillar trembles and you can pull yourself to the other side using the grappling hook.



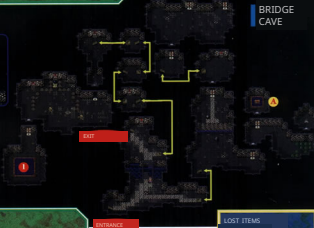
## Women and Traps

Attentive observers have noticed that the floor of this room already shows large cracks. So, downwards!



## Fresh to Work

You have defeated the monsters in the Halls. Now nothing stands in the way of repairing the bridge. The builder's gratitude is assured to you.



BRIDGE CAVE

### LOST ITEMS

A Healing potion  
B Magic potion

# Kingdom of Rusalka

Here you make the acquaintance of Dekar. He is the royal bodyguardian of the prince and a great Swordmaster. You quickly realize that his job is probably one of the hardest in the world. The king's son tends to repeatedly get into difficulties,

from which Dekar then again A Hotel

must extract. But he takes

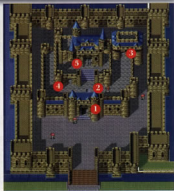
his task very

serious and is devoted to the ruler with all his heart.

30 LUFIA

### CASTLE KEY RIS

A Church  
C Shop  
D General store





## Great Calamity

During the scene in the castle courtyard

you have already noticed, about which sword skills Dekar

available. The appearance of the Prince also gives you insight into how to classify his behavior. Later

, in the throne room, you will learn more details about the Northern Grotto, where suddenly

A large number of monster creatures have appeared.

Before anyone present can object, the young prince decides to check things out there.

The king senses something bad and orders Dekar to follow the prince and rescue him.

You accompany Dekar, as the sudden concentration of monsters plagues your curiosity.



Thunderbar, Persus, Step back I knock him down

Level: 100

## Fig Staircase

In this cave, you really have to expect anything. Just as you were about to place your feet on the stairs, it suddenly disappears. You have to outsmart the steps. They usually move.

Always away from you. Diverts

You place the stairs on the lowest tile, where it has no escape route anymore. Then you can conveniently enter it.



## Platform games

The general technology has also entered this labyrinth. The platforms in this room move in one direction when you step on the corresponding directional arrow. If you get lost, use the Origin Spell to restore the original configuration.



### LOST AND FOUND

A Thunder Ring

B Thunder Axe

C Nerve Dagger

D Life Juice

E Dragon Egg

## Glowing Plates

To make solving this puzzle not too

difficult for you, we have hinted at the solution in the picture.

### Place the

bombs in the

shown manner on the plates and the door should



## Training Promise

The fear is still written on the prince's face.

He gives the promise never to commit such foolishness again, but to first complete the daily training and become a great fighter. Pleased with this progress, Dekar joins your party, and you are complete once again. On to new deeds!

### NORTH GROTTO



## Gades appears

The Hell Lord Gades appears and proclaims that the fate of mankind is sealed. He plans to destroy the kingdoms of Rusalka and Pandoria. Maxim decides to split the group. He sends the brave Selan and Tia to Pandoria to help the inhabitants

himself, Dekar, and Guy proceed into the maze.

terrific  
entire Tower.

In which the  
terrible  
Gades  
allegedly  
Found  
refuge



I always knew  
that a battle with  
Gades would come someday. I  
am well equipped.

### ANCESTORS TOWER

#### LOST ITEMS

A Healing Syrup

D Pumpkin Jewel

B Key

E Muscle Ring

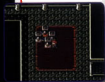
C Protection Ring

F Fayza Shield

## Catch the Pumpkin Head

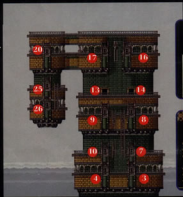
To open the door or in this room, you must use a small trick. Lure

the killer pumpkin onto the switch in the middle of the room and move the pillars so that the villain can no longer escape. The pumpkin head caught in this way will activate the switch and thus open the door.



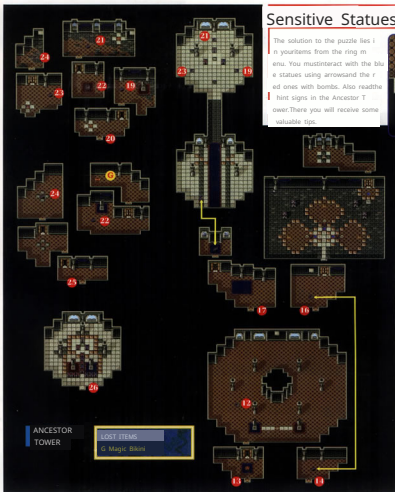
## Warps

These warp fields always transport you in the direction from which you entered them. For example, if you come from the right, you will be warped on to the right warp field, and vice versa. Try all the warp fields to make sure you don't miss anything.



## Sensitive Statues

The solution to the puzzle lies in your items from the ring menu. You must interact with the blue statues using arrows and the red ones with bombs. Also read the hint signs in the Ancestor Tower. There you will receive some valuable tips.



## The Race

The race is a bit tricky. The goal of the game is to reach a warp field before the opponent can warp. The easiest opponent in this race is the one on the right side. With the arrows, you can keep the other two opponents in check. They must not reach their warp fields under any circumstances, otherwise the game is over and you have to start again from the beginning.



## The Battle

Gades, the abysally evil Lord of Hell, presents Maxim and his group with a great challenge. His powers are incredible. Fortunately, Selan and Tia return to the group before the battle begins. Tia is now convinced that Maxim is not the right one for her. Gades overestimates his powers and loses the fight, but he manages to flee and threatens Maxim and his friends that they will all meet again. The young hero wonders whether these are just empty words, or if Gades really still has some reserves of power left.



After the battle against Gades, everyone prepares to go to Pandora. In Maxim remains because of a problem from the *Welt zu schaffen*.

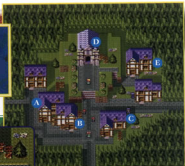


# Pandoria

Gades is defeated and everything seems to have taken a good turn. Having realized that Maxim's further life plan differs greatly from her own, Tia returns to Taia with a heavy heart. Maxim's House

## CITY MAP

- A Hotel
- B Laden
- C General Store



## Honeymoon minutes

Cheers, excitement, and joy! Maxim and Selan have exchanged their vows in the church and will henceforth appear as a legally married couple. All friends and acquaintances participate in the celebrations. But just a few minutes after the solemn moment, the two return to their true calling: monster hunting.

## Concerns about offspring

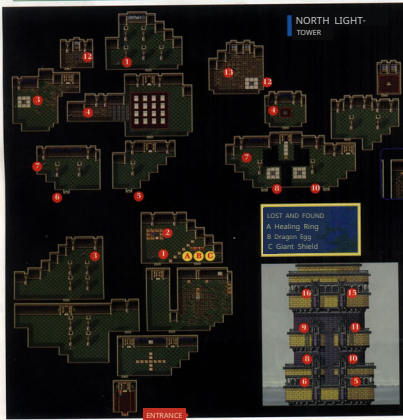
Following the course of nature, Selan and Maxim have offspring a few months later. A sturdy baby named Jeros sees the light of day. However, this does not go unnoticed by the Lords of Hell. They prepare for a new strike...



I have your baby!



## NORTH LIGHT-TOWER



## Box shortage

Actually, there is one box too few in this room to solve this puzzle. But fortunately, there is also a clever way to open the door. Place two boxes on the switches so that the door becomes visible. Place the third box right in front of the door so that it cannot close when you remove the other two. With these, you can then lower the spikes and open the door.



## Memory Time

The game principle is surely known to all of you. You have to uncover two identical pictures so that they disappear. Once you have eliminated all pictures, the puzzle is solved—quite simple.



## Optical Confusion

This puzzle is quite tricky. You have to try to place the two vases on the correct plates after all the tiles have been shuffled. People with eagle eyes will hardly have any trouble with this puzzle—the others can simply use our nice solution image to solve it.

## Free (voluntary) fall

This abyss could prove to be very useful for you. However, only if you have the courage to let yourself fall down. There is a trap there that you would otherwise miss. So: Have a good flight!

## Iduras Plan

On the top floor, Ibr meets the initiator of the kidnapping. Idura had seized Jeros and kept him securely. Fortunately, he—

seems to Iris and helps

to decide the situation in your favor.

## Misfortunes

Maxim and Selan realize that the Lords of Hell will hardly give up Rube in the near future. The only chance for a secure future is to thwart the demons' plan and send them back to where they came from. The couple decides to leave Jeros in the care of Selan's aunt and to bring the journey they started to a good end. On their way to Alea, they meet Guy and Dekar, who immediately become enthusiastic about the plan and join them.

### LOST ITEMS

- D Key
- E Crab Stone
- F Bee Stone
- G Fire Ring

# Alea

Once you reach the port city, you should start talking to all the residents. Try to get information about the shipbuilder,

## Ship in sight

In conversations with the inhabitants, you hear about a famous shipbuilder who lives here in Alea. However, some time ago he set off for the Mountain of the Auraba Tree to gather new wood there. No one has seen him since then...

### CITY MAP

- A Hotel
- B Magic Shop
- C Shop
- D Church
- E Tavern

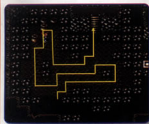


## Magical Plant

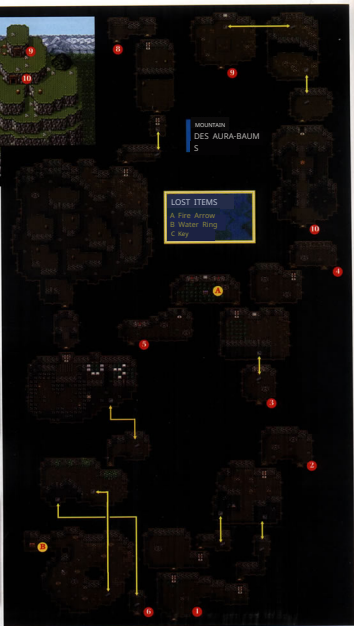
The opening mechanism of this door is biologically controlled. You can only trigger it if you manage to make all the bushes grow. You must walk over the plants so that they shoot up from the ground. The picture below reveals one of the ways you can put this plan into action. But surely you can find other variants as well.



## Only One Chance



This tricky puzzle has tormented many adventurers. You must place the two vases on the switches and reach the door. Unfortunately, you are not allowed to step on any spot on the floor twice, otherwise you will fall into the abyss and have to start over.



The path you must follow has been marked for you. First, bring both vases to the hub of the switches. Then you can place them there and reach the door.

## Ship Planks

After rescuing the shipbuilder and finding the unique wood, the boat seems within reach. The good man immediately gets to work, but he is no wizard either. Meanwhile, enjoy the beauty of the city, rest at the hotel, and drop by to see him from time to time. Eventually, the ship will be completed.



# Narcysus

The single gentlemen of the group immediately notice that in this city, one girl is more beautiful than the other. Hopefully, they won't get foolish ideas from this sight and neglect their common goal: the destruction of the Lords of Hell!

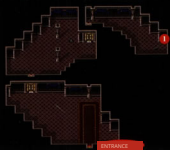
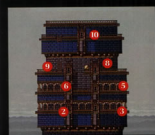
### CITY MAP

- A. Hotel
- B. Church
- C. Shop
- D. General Store



## Girl Catcher

Very soon after your arrival, very strange things in Narcysus. A soft melody sounds, and as if in a trance, all unmarried girls start moving and leave the city toward a common destination. The lords of creation are deeply disturbed by this process. Guy and Dekar decide to get to the bottom of this matter. Of course, Maxim cannot let his friends go alone and follows them closely to check on things in the nearby Sacrifice Tower.



## The Evil Eye

In this tower, you will face skulls that possess a strange power. They press everything that comes into their field of vision against the wall. To get past them, you must use the stones with which you can trick their gaze. Push them against the wall so that you can pass the corner and reach the switch.



## A Crack in the Wall

At this point in the tower, you can discover a secret passage if you search carefully. A crack is visible on a wall, which provides you with the crucial clue. Use one of your bombs here to capitalize on the unexpected find.



## Bomb Tricks

As a true demolition expert, you must prove yourself when entering this room. To open the doors, you must recolor all the tiles of the respective tile arrow.

You need to be well informed about the effects of your bombs, because the positioning of each explosive device is the key to solving the puzzle. Try out different variants to reach the goal and do not be discouraged by failures. Look at the adjacent pictures - they provide you with hints on how to best start.

## Floor effect

Trubens that stand in the area and appear unreachable are usually not justified upon closer examination of the view. The wall blocking the path to the treasure chest can be cleared out of the way. On the floor below, you will find three pillars. Use bombs to blow them up, and the wall will collapse, opening the path to the Trube.

## Motion Detector

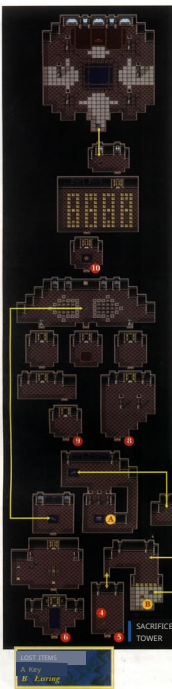
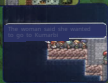
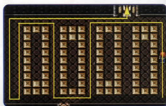
A treacherous puzzle awaits you when attempting to open this door. The switches in the borders follow your movements. All stones must be positioned at the upper end of their respective borders for you to proceed. Use the map of the room shown on the right. Here you can see the path Maxim must take so that the conditions for opening the door are met.

## Fallen into the trap

Who fell into the trap becomes clear quite soon after you have entered the top floor. Idura summons all those present. Trapped in a stable iron cage. Fortunately, "stable" is a relative term, because Dekar manages, with some effort, to break through the bars and you can once again face Idura and hopefully defeat him once and for all. The girl's gratitude makes the hearts of Guy and Dekar beat faster...

## So plays life

Unfortunately, Guy and Dekar had to give up hope for a sweet acquaintance quite soon after the victory over Idura, but the gratitude of the entire village is still assured to you. The couples thank you and wish you good luck on your further journey. Especially the stories about Kumarbi stir your curiosity. Adventurous fighters are always looking for the true challenge. You decide to visit Kumarbi next.





# Gruberia

Every inhabitant of Gruberia willingly provides you with information B Tavernabout the legendary Abnenbible, which is located north of t he small C Churchvillage. Listen carefully to the stories, as they con tain many tips that could make your life easier in theca acombs of the Abnen.

CITY MAP



## The Ancestral Cave

Your equipment does not matter when entering the Abnenbible. You must leave all items you carry at the entrance. All fighters, once they enter this cave, are downgraded to level one. Within the vaults, however, you can find many treasure chests containing useful items. Pay special attention to blue chests, because their contents you can keep if you leave the cave with the help of the God's Band.

Gruberia Ancestral Cave  
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Gruberia Ancestral Cave

# Kumarbi

The inhabitants of this small village warmly welcome you. Luxury is unknown here, the people live in harmony with nature and from their produce.

CITY MAP

A Hotel  
B Shop  
C Magic Shop  
D Church



NORTH TEMPLE  
KUMARBI



## Disappearances

Fear and panic prevail when Ibr Kumarbi arrives, because strange things happen here. People repeatedly disappear in inexplicable ways and never reappear. You are asked for help.

Perhaps it was the light that at the North Temple appeared.

something with the proceedings to

END...

Gruberia Ancestral Cave  
Gruberia Ancestral Cave  
Gruberia Ancestral Cave  
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Gruberia Ancestral Cave  
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Gruberia Ancestral Cave  
Gruberia Ancestral Cave  
Gruberia Ancestral Cave  
Gruberia Ancestral Cave



## Rock fragment

Already on the ground floor of the tower, your frugality is put to a harsh test. It is immediately clear to you that you must push the pillar onto a switch. But such a switch is nowhere to be found... However, rock fragments have often concealed some things, so that one simply could not see them.

## Bottomlessness

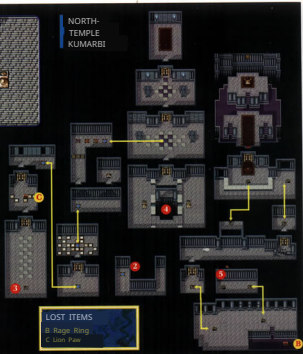
Once again, you are required to fall into a bottomless pit.

Push one of the pillars to the edge and shoot it from the other side with the grappling hook.

In this way, you will reach down below.



NORTH-  
TEMPLE  
KUMARBI



### LOST ITEMS

B Rage Ring  
C Lion Paw

## The last rescue

What is good returns, but evil appears at least just as often. Another encounter with Idura awaits you in this tower. After the decisive duel, Idura gathers his last strength to blow up the tower. Dekar decides to save the group and

prevent the explosion. His attempt

however fails feebly...



Idura: I will follow you to the ends of the earth.

## Kythos

A famous inventor is said to live in Kythos. From conversations with the residents, you can conclude that he does not stay directly in the city, but rather inhabits a laboratory in the mountains to the north.



### CITY MAP

A Hotel  
B General Store  
C Drunk  
D Shop  
E Juice Shop

## Boat Trade

Born in the port city of Kythos, boats and ships are a part of everyday life. In the city's harbor, you can find a ship that meets your requirements. However, it requires some structural modifications. Unfortunately, no one in the city possesses the technical knowledge to rebuild the ship. Therefore, Ibr decides to seek out the legendary inventor, Professor Lexis Sbaia. Perhaps he knows what needs to be done so that Ibr can successfully continue the journey.

Lexis is in the cave north of there. This is his laboratory.

Prof. Lexis Sbaia: Cheap to sell, would you like to talk to the trader?

It looks like Lexis is inventing something. I hope he doesn't sink the ship again!



## The Mysterious Flower

After the girl is rescued, Maxim hands her the flower she had been searching for. She promises to care for the flower carefully and sell it later. With the money, she will then support her family.



D: This is the flower that I saw!



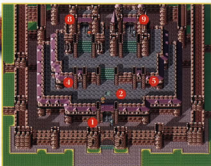
## Danubia

The Kingdom of Danubia is ruled by a queen and a somewhat confused king. The queen is determined to obtain the legendary Fire Ruby. So Maxim sets out on the search.

### The Fire Ruby

According to the descriptions, the glassblower in Clamento might have created the Fire Ruby. Therefore, Maxim decides to travel to Clamento and have a new Fire Ruby made. He is sure that the queen will not notice the difference—

We absolutely must find the Fire Ruby. There is no way around it.



#### CASTLE KEYCARD

- A: Hotel
- B: Shop
- C: Church
- D: Magic Shop

### In Clamento

The group now travels back to Danubia.

Once you have seen the ruby, you will never forget it!



### Back to Danubia

The queen is initially delighted. But when the fire ruby falls and shatters into a thousand pieces, she is on the verge of a tremendous outburst of anger.

Yes, that seems to be just an ordinary flower.



Oh, I'm sorry. It's not the real Fire Ruby.



### The Queen's Arrangement

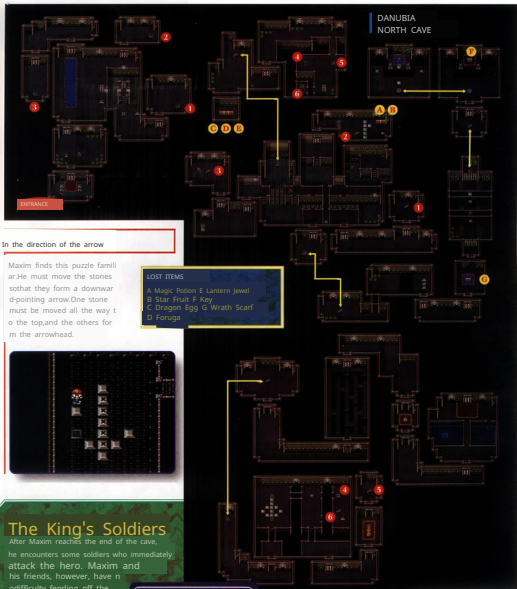
The Queen is very upset. She orders Maxim to immediately search for the Fire Ruby and bring it back as soon as possible. Maxim sets off right away and travels to the Northern Bubble of Danubia. According to rumors, the ruby is located there.

Please, Maxim, do you want to insult yourself? Do you really think I wouldn't see through the game?



Send someone immediately to check things out in the north!





## DANUBIA NORTH CAVE

ENTRANCE

In the direction of the arrow

Maxim finds this puzzle family ar.He must move the stones sothat they form a *downwar* d-pointing arrow.One stone must be moved all the way t o the top,and the others for m the arrowhead.

### LOST ITEMS

- A Magic Potion E Lantern Jewel
- B Star Fruit F Key
- C Dragon Egg G Wrath Scarf
- D Foruga

## The King's Soldiers

After Maxim reaches the end of the cave, he encounters some soldiers who immediately attack the hero. Maxim and his friends, however, have no difficulty fending off the mercenaries' attacks.They are used to worse and have already fought creatures that were far more dangerous than these soldiers.

As promised, Prince  
I bring you the  
King of Taro.

I will do that. My father  
has already agreed  
that you will become the new ruler  
of the land.

# Auralio

This town has a small castle. However, this castle looks more like a somewhat oversized house. The town controls the Water Gate, which keeps enemy intruders away.

## CITY MAP

- A Hotel
- R Laden
- C General Store
- D Church



## A successful conversation

Maxim rendered a great service to Danubia and Auralio by returning the Fire Ruby. The young hero speaks with the prince's minister, who opens the Water Gate for him. If you speak a second time with the minister, he will hand you the VIP card, which grants you entry to the casino on the Isle of Fate.

We are holding the Water Gate open for you.

VIP card obtained!

# Arturia

The King of Arturia is a very peace-loving man. He tries to maintain diplomatic relations between the neighboring countries and Arturia at a friendly level. The king wishes for his daughter to marry Prince Erik. However, the princess loves a simple soldier.



## A fearful prince

The king commissions the prince to find a stone that he should present to the princess.

So that she may share him her heart.

He shows it. But Erik is not exactly the bravest of all princes. Maxim offers him his help.

Not without me! I am not a bit coward. What is he even thinking?



## The stone

The jewel the group is searching for is not made of precious material. No, it is a very simple, plain stone that the princess hid during her childhood together with her great love, the humble soldier. Will the prince really dare to enter the tower for such a simple stone?

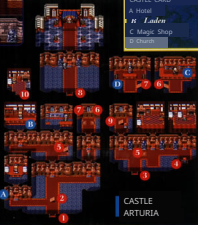
Can you get the jewel from the tower? No!

No one can get the jewel from the tower!



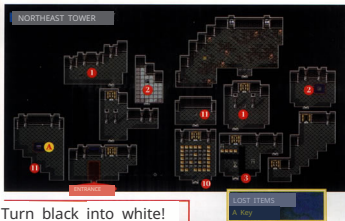
## CASTLE CARD

- A Hotel
- R Laden
- C Magic Shop
- D Church



CASTLE  
ARTURIA

## NORTHEAST TOWER



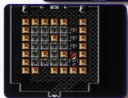
## Turn black into white!

The puzzle in this room is solved when all dark stones have been transformed

into light stones. To do this, you only need to walk over the dark stones.

It is best to start on the left side and work your way to the right. If you cannot solve the puzzle

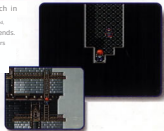
at first attempt, the original spell is available to you, which resets the room to its original state.



## Outside stairs

If Maxim flips the switch in this room, the outside staircase extends.

Now you can climb the stairs that lead to a special treasure—the key to the locked door of the tower.



## Monster Room

In this large room, there is a multitude of evil monsters. Maxim and his loyal companions must eliminate all enemies to proceed to the next room. It is especially important that you carry enough healing potions with you.



## The abyss

A yawning abyss awaits our friend in this room.

But luckily there is the hook that Maxim can use to swing across. You should pay special attention to the positions of the pillars.



## The switches

The first switches in this tower serve mainly as practice for later rooms. In this room, for example, it is enough if Maxim flips the switch with his sword or an arrow to clear the path. Later, however, it will definitely be a bit trickier!



## Tricky

You do not need to defeat any enemies in this room. No, you actually need to try to lure the two figures onto the switches by running around. Once both switches are activated, the door opens and you can leave the room.



## Confusing platforms

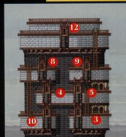
To reach all the treasures in this room, you must be very persistent. The platforms each only move in one direction. The solution to the puzzle is not particularly difficult, but it will certainly require several attempts to reach all the chests. To change the direction of the platforms, you must swing Maxim's sword around them. When he does not lose his nerve and patiently explores everything, he will be rewarded with rich treasures.



### NORTHEAST TOWER

#### LOST ITEMS

- B coma salve
- C ninja jewel
- D samu jewel



## The "noble" stone

After Maxim stands before the stone, he realizes that this is truly a simple stone and not, as assumed, a noble, valuable jewel. The stone is only of special value to the princess and her beloved. That is why she also rejects the jewel that the prince had bought and now presents it to the little monarch. She asks the simple soldier if he has found the stone that they had hidden

together in their childhood.

Have you found the princess's stone?

Do you call that a stone? No, this ugly stone!

## Gades does not give up!

Gades appears in the tower and, as usual, spreads malicious threats. He is convinced that his victory is not far off and soon disappears. After Maxim has returned the stone, a messenger appears bringing bad news. Agurio was attacked by a devilish creature. After the destruction, a ball of light was seen falling into the open sea. Was Gades involved?

Ein Mann hat die Stadt in Norden, Agurio, mit einem Feuerball angegriffen. Ein Lichtball ist in das Meer gefallen.

My name is Amori, Chaperon!

Yes, that must be Amori!



# Island of Fate

After Maxim and his team have checked things in Agurio, they head to the Isle of Fate. On this island, there is a large casino. Here, the fighters try to improve their wallets



## CITY MAP

- A Hotel
- B Shops
- C Church
- D Tavern & Casino
- E Pflanzhaus

## The Casino

The large gaming hall is located in the tavern you find on the outskirts of town. Various games are offered there. You will have no problem gaining entry, as there is no dress code requiring a tie. However, there is a room in the casino that you may only enter

### Pachinko Slot Machine

At this machine, you can bet up to three chips. You can stop the individual reels from left to right by pressing the Y, X, or A button. If you want to stop all three reels at once, you must press the R button.

### Slot Machine

Perhaps you are already familiar with this type of gambling. Maxim was able to test the one-armed bandit some time ago. Remember that luck may not always be on your side, and do not gamble away all your gold coins!

### Black Jack

In this game, you can bet up to 99 chips. The goal is to reach 21 points with the cards. If you have more than 21 points or less than the bank, the game is lost. The Ace counts as either one or eleven points. Press the A button to draw another card and B if you are satisfied with your cards and do not want to draw another card.

### Action Bingo

This complicated and somewhat strange game is for people who want to fill their wallet quickly. Once you understand the game principle, you can bet up to 99 chips. The goal is to form as many horizontal, vertical, or diagonal lines of numbers as possible. If Fortuna is still on your side, you can achieve very high winnings.

Winnings can be achieved.

### Stud Poker

To play this game, you absolutely need the VIP card of the Prince. You should have the rules explained to you very carefully here, as the stakes can be very high. It is also advantageous to have a small conversation with everyone in this room. This way, you will learn some interesting things.

If you are in possession of the Prince's VIP card, you can. If you do not have it with you, you must return to Auralio and visit the Prince. At the entrance of the casino, you can exchange your money for game chips.



# Triesta

Maxim and his companions reach the city. The inhabitants are somewhat confused about the strange things that have happened recently.

## Legends of the Past

The people are very worried about the light that plunged into the open sea. Some think it is a sure sign that

The end of the world has begun. Others think that it is all just scaremongering and there is absolutely no reason to worry. It is said to be nothing but panic-mongering and no reason at all to be concerned.

A woman reports that she saw the light ball that flew out of Agurio. Now she fears that the lords of hell are wreaking havoc and will also attack Triesta. Another young woman tells you about her friend, who is an experienced sailor and is currently staying in Portravia.

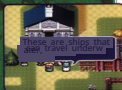


### CITY MAP

- A Church
- B General Store
- C Shop
- D Hotel



In Triesta, the group learns that there is supposed to be a boat at that can travel underwater without the passengers drowning. Maxim finds this story very interesting and decides to travel to Portravia to search for this legendary vessel.



# Portravia

Portravia is a large port city where many sailors dock.

In Portravia, there is a well-known laboratory. However, the elves are not particularly fond of it.

The pollution escaping from the laboratory endangers the elf village and its inhabitants. According to rumors, the legendary underwater vessel is also being built in his laboratory.

### CITY MAP

- A Hotel
- B Shop
- C Church
- D Laboratory



## The submarine

The scientist Dr. Mirko agrees to convert Maxim's boat into a submarine. The young hero does not feel comfortable with this.

He fears that his beloved ship will not survive the conversion and will sink. Despite all doubts, he leaves the boat to the scientist and hopes for the best.



## Thieving Elf

A small elf—she is an active environmentalist—scurries through the laboratory and steals the technical plans for the development of the submarine. Maxim and his friends have no choice but to start the pursuit and recover the plans. They chase the little elf up to the Mountain of No Return.



## Horse Head Statues

These statues inside the Mountain of No Return can block anything they see with their magical eyes. You must block their sight in order to advance inside the mountain and recover Dr. Mirko's plans. Here is how it works: Push the lower statues upward into the center of the room, then block the sight of the left horse head with the pillar. Now push the right horse head, which faces the upper left horse head, against the wall. Finally, move the left statue one space downward.

- 1 Push the pillar against the wall and then slide the middle, left horse head upwards against the right horse head.

### BERG OHNE RETURN



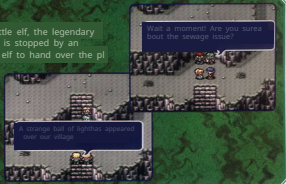
## Demons

When the group discovers the thieving elf, she is surrounded by demons. Naturally, the brave heroes intervene to rescue the little elf. The demons are vulnerable to fire spells and also have considerable respect for the weapons of the fighter team.



## The Plans

When Maxim and his companions rescue the little elf, the legendary being tries to escape again. But fortunately, she is stopped by another elf. The elf bites Arty and forces the little elf to hand over the plans. Dr. Shala asks the elf why she stole the plans. She replies that she did it to stop the pollution caused by the laboratory. The previously unaware scientist promises the elf that he will ensure the pollution is stopped. Suddenly, two more elves appear, bringing bad news to Arty. His mother has been kidnapped by an evil being. Maxim joins Arty and his group and accompanies him to Elfenbain, where the cruel kidnapping took place.



# Elfenhain

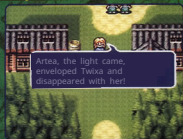
Elfenhain<sup>1</sup> is the village of the legendary elves. Not many people have ever set foot in this small village. To be precise, Maxim and his companions are the first humans to ever enter this place. Since they are accompanied by Arty, they have nothing to fear from the inhabitants.

## CITY MAP

- A Shop
- B Hotel
- C Magic Shop
- D Church



## Arty's mother in Gefafir

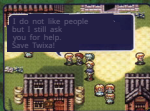


The Lord of Hell, Gades, has attacked the elf village and kidnapped the elf Twixa. She possesses the power to open the Temple of Women. Furthermore, it turns out that she is Arty's mother. The elves are shaken. Twixa is a very beloved elf and is terribly missed by all the villagers. Arty decides to rescue his mother. Naturally, Maxim offers him his help. We could quickly they set out for the Temple of Women.



## The hospitality of the elves

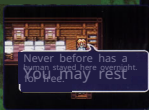
The elves do not have much experience dealing with humans. Therefore, they initially behave somewhat shyly towards Maxim and his group. However, after a short while, they begin to trust the heroes and convey to them some interesting information.



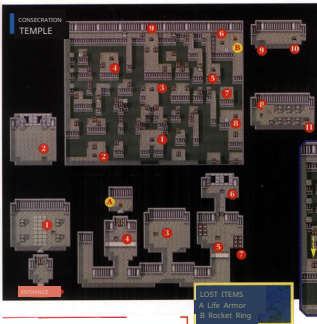
## The shopkeepers

Even the shopkeepers in Elfenhain do not know exactly what to think of the people. The hotel owner, for example, is so surprised by the visit that he offers Maxim's group to stay for free.

The owner of the magic shop immediately notices what great magical potential Selan possesses. The owner of the weapon shop, however, doubts that anything in his store could be of use to the people. After the group has equipped themselves, they set out to search for Twixa in the temple of the goddess.

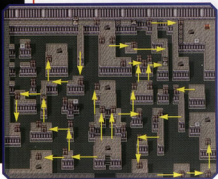


## CONSECRATION TEMPLE



## The Hook in Use

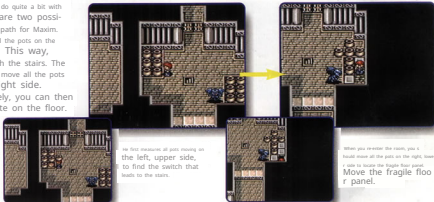
In the image below, you can see a diagram. This plan shows you the optimal path that Maxim must take to move through this room with the hook as time- and energy-efficiently as possible.



## Pots, Stairs, and Holes

In this room, you can do quite a bit with the pots. There are two possible ways to clear a path for Maxim. The first is to move all the pots on the upper left side. This way, the hero can reach the stairs. The second option is to move all the pots on the lower right side. If you look closely, you can then see a fragile plate on the floor. If Maxim

focused on these  
Plate breaks through and  
the hero breaks through and  
he reaches another  
floor.

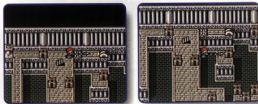


he first measures all pots moving on  
the left, upper side,  
to find the switch that  
leads to the stairs.

When you re-enter the room, you can  
break all the pots on the right, leave  
a gap to locate the fragile floor panel.  
Move the fragile floor  
panel.

## The switch trick

To flip the switch, Maxim must shoot one of his arrows. If you hit the switch with it, it will be flipped, and you can use the hook to pull yourself through the room until he stands on the left side of the switch.



## Let's continue

In this room, Maxim needs the fire arrow. If he shoots one of these arrows at the eye switches, the platform will move in the opposite direction and carry the young hero through the room.



### LOST ITEMS

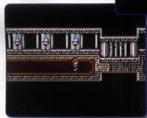
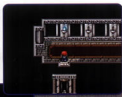
- C Key
- D Dragon Egg
- E Mega Whip



## Enlightenment

Maxim must light the wall sconces to continue his path. He does this simply by walking past the sconces.

These then ignite by themselves - as if kindled by a ghostly band.



## Music is in the air

Solving this tricky puzzle requires a good ear. The note plates emit a tone as soon as you step on them.

The correct melody that Maxim must play sounds when

the plates are stepped on from left to right

in this order:

Three-Two-Four-One-Five.



## The power of the hammer

To be able to push the large pillars onto the switches, you must take out the hammer. Strike the pillars with the hammer until they stand in the correct position. Once you have done this, the path for Maxim is clear.





The words of an character  
have changed

*Twixa hat alle ihre  
Kraftreserven ge-*

needs to survive against Gades. Now she is at the end. She concentrates her last strength and transports the group to the next room. She asks Arty and his friends to absorb the energy before the Lord of Hell can do so. The group runs into the next room and feels the power flowing within them. Each one of them is strengthened by Twix's energy. However, Twix lies in her last breaths...

After Artus had to witness the end of his mother, he tells the inhabitants of Elfenbain what happened. The elves are shocked by Twixa's death. Artus swears to avenge his mother and defeat the Lords of Hell. He finally joins Maximus's group for good. Together they travel to Portavia. There they find that the ship is now completed.



Picolonia is a small, secluded town. The inhabitants have not seen a stranger for ages. On a small island near this town lies the Dragon Temple. No Picolonian truly believes that anyone could manage to collect eight dragon eggs. But Maxim has succeeded and, after his ship was rebuilt, can claim a reward in the Dragon Temple.



In this ancient temple dwells an even older dragon. At first, he is somewhat annoyed by the disturbance of his lair. But when he receives the dragon eggs from Maxim, he grants the young hero a wish.

Obj. ~~are~~ really possible  
 1st. ~~not~~ dragons  
 2nd. ~~are~~... in, I dare that  
 2nd. ~~are~~...



After the wish was fulfilled  
the eggs are



## The Dragon Eggs

Maxim brings the eight dragon eggs that he found to the small island near Picolonia. In the dragon temple, the dragon grants a wish. You should carefully consider which reward you choose. It will be very difficult to collect all eight dragon eggs a second time and return to the island with them.



## Locations of the eggs

- 1 In the cave after Tarika
- 2 In the basement of Lunaria Castle
- 3 On the third floor of the North Cave Danubia
- 4 The little girl in Minias
- 5 In the northern labyrinth of Rusalka
- 6 In the northern lighthouse
- 7 In a dead end on Flower Mountain
- 8 In the Temple of Consecration

## Baleara

Many people live in Baleara who simply tell the craziest stories. Maxim must find out for himself which information is important to him and which is not.

### CITY MAP

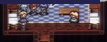
- A Hotel
- B Church
- C Store
- D General Goods



## Strange Rumors

The inhabitants of the city tell Maxim a rumor about a sunken city that has isolated itself from the rest of the world. Furthermore, a light has recently been seen rising directly from the sea into the sky. This seems somewhat familiar to Maxim. He has often had to deal with light phenomena that confuse people in this adventure.

The Sud Temple has always been there. It is said to contain things that no human has ever seen.



I have heard that something is hidden inside that has to do with the legendary sword.



## A Wise Decision

Maxim thinks that this light must mean something. He decides to check it out. After equipping himself and his group in the local shops, the team sets off. When they dive below the water surface with their ship, they find the Revenge Temple in the south.

I saw a bright light orb sinking into the sea near the South Temple.



Someone must have broken the seal. Whether it is related to these light orbs.



All the misfortunes of the past are sealed in the South Temple.

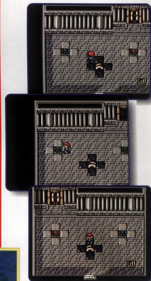






## Hidden Door

If you set the switches correctly, a door will appear on the left side of the room, which was previously hidden in the wall. This is the correct position of the switches: set the left crystal switch to red, the right one to blue, and the middle switch to the left.



## Bomb idea

The group enters this room and initially fears that they cannot proceed further. But Maxim carefully examines the fragile pillars supporting the platform. Then he has an idea. He bombs the supporting pillars and the platform falls down. Now the group can continue on their way.

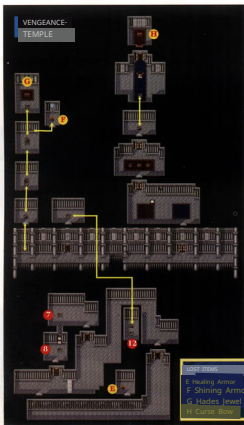


## Fire Arrows

Maxim used bombs in large quantities in the Temple of Vengeance. However now it is time to shoot a fire arrow from the quiver. Shoot the arrow to the left at the rope. As soon as the fire of the arrow touches the rope, it will burn away and Maxim can reach what is down there.



## VENGEANCE- TEMPLE

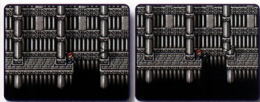


### LOST ITEMS

- E Healing Armor
- F Shining Armor
- G Hades Jewel
- H Curse Bow

## Cracks in the Wall

The young hero really does not know what to do anymore. He has reached a dead end. However, if you look closely, you can discover some cracks in the wall. Place a bomb there and wait to see what happens.



## Ironed Creases

At this point, you need to smooth out the left carpet so that it becomes as wrinkle-free as the right carpet. Use the stone lying around there as an iron and push it in front of you until the carpet is completely smoothed.



## Durinea

Peaceful people live in this small town. They simply live day by day and behave quite passively. They only casually perceive the destruction of their country, or rather their world.

### CITY MAP

- A Hotel
- B Church
- C Shop
- D Magic Shop
- E Juice Shop



## Encounter with Iris

The brave heroes go to Baleara. There they meet again the mysterious Iris. The strangewoman challenges Maxim and Selan to discover how strong their love really is. She asks the two to enter the Tower of Truth. h. Maxim and Selan accept the challenge without hesitation. The southern part of the sea city lies in Durinea. To the west of it is found



## Information

In the city, you can inquire about the Tower of Truth. Rumors say that inside the tower there is a large mirror. This mirror is said to show the viewer the person they are currently thinking of and truly love.

he is currently thinking of and truly loves. After you have questioned all the residents, you can set out to explore the Tower of Truth.



## The Fall into the Depths

At this point, there are fragile floor plates. You must bravely let yourself fall into the dark depth. After falling into the hole, you will reach a new section of the tower.



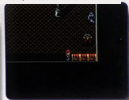
## A room full of monsters

### LOST ITEMS

- A Female Sword
- B Mini-Trap (Caution!)
- C Mini Stone
- D Ghost Ring
- E Ghost Garment

In this room, there are many monstrous creatures.

You do not have to defeat them all to proceed. However, you should definitely check the lower right corner of the room. There are three treasure chests there, whose contents could prove to be quite useful.



## Music Puzzle 1

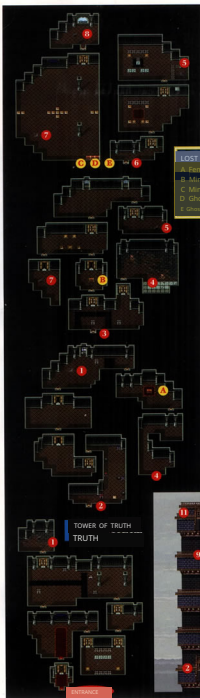
In this puzzle, you must listen very carefully. The better your hearing and memory, the easier it will be to solve this puzzle. Once you have cracked the riddle, the door will open.

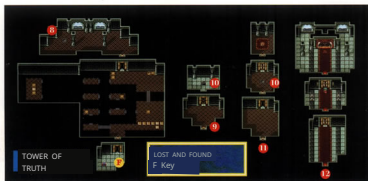


## Door Opener

The matter with the switches in this room is somewhat tricky. But for a clever guy like Maxim, it should be no problem to solve the puzzle. He must place a pot and the box on the switches and then, depending on which door

he wants to go through, place the silver pot on one of the floor switches.





## Blowers

The blowers always blow Maxim exactly in the direction he absolutely does not want to go. Therefore, you must use the hook to get past the blowers. You should avoid making rash movements, as otherwise you will be blown back to your starting point.

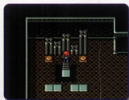
## Bridges and Switches



In this room, you must concentrate intensively. Remember which switch activates which bridge. Following this pattern, you can then overcome the room. If you cannot remember the pattern of the bridges, simply write down which switch controls which bridge.

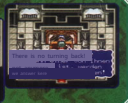
## Music Puzzle 2

In the picture on the right, you see the correct sequence of notes for the second music puzzle. You activate the last note by pulling yourself over the abyss with the hook.



## Iris and the Test of Truth

When the group reaches the top of the tower, they meet Iris. She demands that only Maxim and Selan enter the next room. The two discover in the mirror that they are indeed meant for each other. Shortly after, Iris enters the room and destroys the mirror before the two can see which truth is hidden behind Iris.



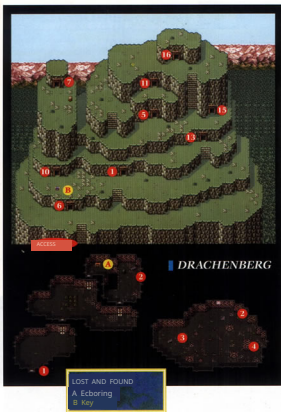
## Chadda

In Chadda lives a wise old man. He claims that there is a great dragon nearby. He sets out alone to verify the truth. No one can stop him, so stubbornly does he stick to his plan.

### CITY MAP

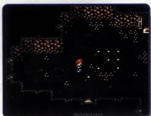
- A Hotel
- B Church
- C General Store
- D Shop





## Strange bushes

This puzzle could be a severe test for Maxim. If you don't want to strain your nerves too much, then follow the example in the images below. This should help you solve the puzzle quickly.



## The old man and the dragon

The old man is wiser than many in his city might think. Maxim quickly noticed this and talks a little more with the inhabitants to get a better picture of the events. After equipping himself and his group, he sets out to follow the old man's tracks. Perhaps his stories about the dragon were not just figments of imagination...

Grandpa said that we must defeat the dragon soon, or the city is lost!

The elder has gone south. He is trying to stop the volcano. A n impossible undertaking!

Grandfather said he wanted to take a look at the matter. Hopefully nothing happens to him!

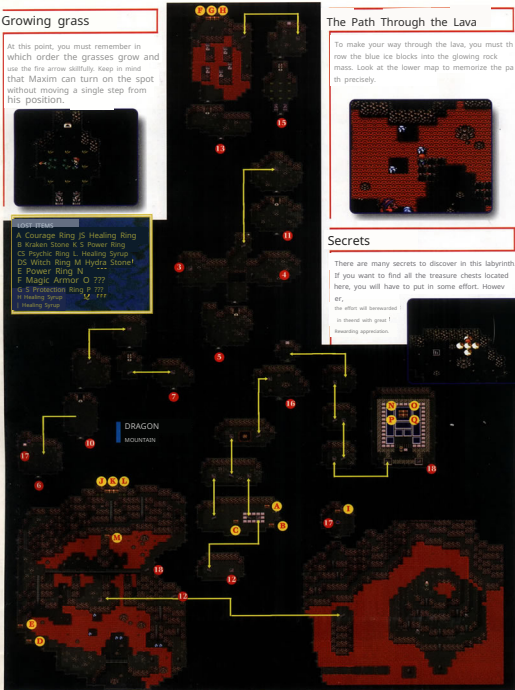
## Growing grass

At this point, you must remember in which order the grasses grow and use the fire arrow skillfully. Keep in mind that Maxim can turn on the spot without moving a single step from his position.



### LOST ITEMS

A Courage Ring J S Healing Ring  
B Kraken Stone K S Power Ring  
C S Psychic Ring L Healing Syrup  
D S Witch Ring M Hydra Stone!  
E Power Ring N ---  
F Magic Armor O ???  
G S Protection Ring P ???  
H Healing Syrup Q ???  
I Healing Syrup



## The Path Through the Lava

To make your way through the lava, you must throw the blue ice blocks into the glowing rock mass. Look at the lower map to memorize the path precisely.



## Secrets

There are many secrets to discover in this labyrinth. If you want to find all the treasure chests located here, you will have to put in some effort. However, the effort will be rewarded in the end with great rewarding appreciation.



## Back to Chadda and to the Elder

Maxim and his companions will soon meet the Elder. He tells them that they should visit him in Chadda at a later time. In Chadda, the old man then shows his talkative side. He tells Maxim about an underwater city and hands him a strange key with which Maxim can enter the legendary city.

The entrance to Aquataria is located beneath the island, in the sea. Aquataria is the city of the mermaids.



## Aquataria

This is the city of the sea-people. The underwater church inhabitants have never received visitors from the surface dwellers. They are somewhat confused by Maxim's appearance, but still behave very kindly towards humans.

CITY MAP  
A: Hotel  
B: Church  
C: Shop



## The Queen of Aquataria

Maxim requests an audience with the Queen. She is somewhat irritated but calms down again when she hears that Maxim asked the Elder in Chadda for the key to the underwater city. Suddenly, a young man rushes in and reports that a strange change in these sea currents is occurring. He fears that something may have happened to the princess, as she was swimming near the current and was last seen there.



Furthermore, the ghost boat is said to have been seen near the cave.



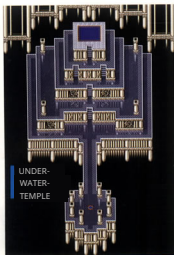
## The Ghost Ship

The Queen has set out to rescue her daughter. However, she is attacked by a huge ghost ship. No soul lives on the ship anymore; only the ghosts of the former pirates have taken up residence there. But Maxim sensed something was wrong and followed the Queen. Now he helps her in this battle. The ghost ship continuously calls for reinforcements. Therefore, it is important that you first focus your attacks on the ship. The old, dry wooden planks of the vessel are particularly vulnerable to fire attacks. Maxim and his team can soon defeat the ship. After the exhausting battle

powerful whirlpools appear in the water, sucking away the Queen and her entourage. Bravely, Maxim follows them and finds them in front of an underwater temple.



You should use as many fire spells as possible against the ghost ship.



UNDER-  
WATER-  
TEMPLE

## The Wrath of Daos

Only Maxim and Salan can enter this temple. There, they face angry Daos. He believes that Maxim could become a threat to him.

As the two heroes approach the Lufia sword, it begins to vibrate and a piercing sound is heard. As if it wants to tell Maxim that fate is now taking its course. The brave warrior knows that the final battle, the fight between Good and Evil, is near. Maxim does not know how this decisive battle will end, but he will do his best and hope for the power of Good.



I am Daos. Master of Terror and Lord of Torments. I am the Prince of the Lords of Hell.



Oh, it's getting dark!

## An Island in the Sky

Shortly after their encounter with the terrible Daos, Maxim and his friends discover a gigantic flying island in the sky. It is the Death Island, where the Lords of Hell live and decide the fate of humans. The island is so immense in size that its shadow covers a large part of the world and darkens the land.



There, look up!  
A floating island.



## Chadda is destroyed!

Daos is so enraged by the fact that Maxim is the true bearer of the Lufia sword that he orders the demon lord Gades to raze the city of Chadda to the ground. Now, the brave group led by Maxim sets out for Portavia to find out if there is a way to reach the flying death island. Perhaps the brilliant scientists in Portavia have an idea.



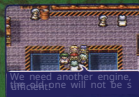
Oh no!

## A flying ship!

Dr. Shaia claims that he is actually capable of building a ship that can fly. With it, Maxim and his friends could fly to the Death Island and confront the Lords of Hell. However, the scientist needs a larger engine for this. According to rumors, there is such an engine in Taru, a very warlike country. They use powerful engines there to drive war machines. The entrance to Taru is said to be in a cave north of Rusalka. The group sets out to travel to Taru and obtain one of the engines.



Oh, Maxim! You are surely here because of the Death Island!



We need another engine, otherwise none will not be s...



## The destroyed bridge

In the cave north of Rusalka, the brave heroes discover a bridge. However, it has been destroyed and the friends cannot cross the chasm. Then they notice a whirlpool in the water. They decide to try with the submarine. Selan casts the escape spell to leave the cave. Underwater, they discover a small passage through which they can dive under the mountains, thus reaching Taru.

I guess the bridge was destroyed by the fleeing tones. We cannot proceed further.

### CASTLE TARU



## A serious decision

This puzzle is actually quite easy to solve. On the floor there is a switch that activates the door. You just have to pick up a pot and stand on the switch. Due to the weight of Maxim and the pot, the switch will then be automatically activated.

### Switch and hook

If you flip this switch a pillar will appear. You can use this pillar to find a hold for Maxim's hook. Crossing the chasm

no longer poses a problem.



### Puzzle

This tricky puzzle guides you by having you stand on the platforms and push them in the direction of the arrows.

You will soon reach the unique engine for the long-awaited airship.



## The Prison

The group survived the labyrinth without major damage and is already pleased with the fact that they will soon possess the engine. However, as they exit the labyrinth, they are immediately captured by a soldier and thrown into prison like ordinary criminals.

## Berti & Boris

In Maxim's cell are also the two thieves from Lunaria, who are known to have stolen the king's crown. Also, the Both were thrown into prison by the guards and must now serve their sentence. Maxim can persuade them to organize an escape.



## The escape

While Berti and Boris keep the guards busy with a conversation.

Maxim manages to escape from the prison.

He now only has to find the way out of this confusing maze

and organize the engine for the airship.



## The Battle with the Tank

The engine that the group urgently needs is installed in a large tank. This war machine is used by King Tarus to attack the group. With their weapons and some ice spells, the companions manage to defeat the tank and obtain the engine. They immediately bring the large machine to the laboratory of Dr. Shaia, who has already prepared everything to install the engine into the ship.



## Kirvan

This city is completely cut off from the rest of the world. The inhabitants of Kirvan once served the Lords of Hell and believed in their power. But now they have realized that the lords represent evil. The Kirvans have given up serving the powers of evil and have returned to good.

### CITY MAP

- A Shop
- B Church
- C Hotel
- The Elder



## Friendly inhabitants

For many decades, the people of Kirvan served the Lords of Hell. Now, at the right time, a light has dawned on them and they have realized which dark powers they served. It is no wonder, then, that they show themselves particularly helpful to Maxim and support him in his fight against the lords. Maxim can

only be pleased about this.



## The Elder

The elder in Kirvan immediately recognizes that Maxim is the legendary fighter destined to defeat the Lords of Hell. He briefly converses with Maxim and informs him about the dangers of a battle against the forces of evil. Maxim feels no fear and tells the elder that he is ready to take up the fight. The elder helps him and the group to reach the Isle of Death.

## The Keys to the Isle of Death

The keys are three young girls who use their magical powers to open the way for Maxim to the Isle of Death. This enables the hero to confront the Lords of Hell. But first, Maxim must visit three islands with his friends.

### *Dasch*

Maxim must visit three islands before he can reach the Death Island. Each island has a tower. The tower on this island is the easiest to overcome. At the very top of the tower, Maxim will find an item that will be very helpful to him in his fight against the forces of evil.



### *Inschel*

The tower on Inschel Island offers many paths upward, but only one path is the correct one. Maxim must find out which path will lead him all the way to the top. Not an easy task for the stressed hero. Here too, Maxim will find something useful at the top of the tower.



### *Ischit*

This tower is the last one Maxim must visit before the path to Death Island is clear. Here, the brave fighters are greatly challenged. After each battle, you should replenish your group with fresh energy, as the monsters occupy the stairs and a fight with them is unavoidable. At the top of the tower, Daos appears, who tries to take the Lufia sword for himself. But the Lufia sword does not accept the wielder. Only Maxim is allowed to touch the sword. Daos becomes enraged and orders the destruction of Kirvan and Maxim's flying ship.



## On Death Island

After the ship is destroyed, Maxim and his friends must travel to Portavia to have the ship repaired. After some time, the ship is successfully restored. Maxim immediately sets out for Death Island.



# The Last Battle

Soon it will be time. Maxim and his loyal comrades prepare for the final and decisive battle against the Lords of Hell. They have equipped themselves well and fly with the wondrous ship to the Isle of Death, where they will finally discover what their destiny is all about.

## The Lords of Hell

The four Lords of Hell, whom we will introduce shortly, possess powers beyond human imagination. Yet even the power of evil has its limits, and each of the lords has a weakpoint that Maxim, Selan, Arty, and Guy must find out. Only those who know their enemy down to the last detail will prevail in this battle between good and evil.

## Gades

This is the first Hell Lord whom Maxim meets in the decisive battle. You have already encountered Gades several times during the game. He appears stronger than ever before. This may be because you meet him on the Isle of Death. The island seems to grant him new powers. Gades is sensitive to thunder magic. Therefore, you should use it as often as possible. Of course, you can also use your conventional weapons to fight against the first Hell Lord. Don't forget to replenish your fighters with new energy in between.



Can't you get me to escape from me!



Found Healing Syrup



## Amon

Amon is the Master of Chaos and is proud of his title. He does everything to live up to this reputation. Thunder magic can also cause great trouble for this Hell Lord. He also fears fire, and you should use as many spells as possible. Once you have defeated the Master of Chaos, he shows his talkative side. He tells you that the Lords cannot be defeated before Erim is conquered. Maxim and his friends are puzzled. So far, they have not heard of a Hell Lord named Erim.



You are the slave Amon!





## Erim

Maxim quickly finds out that Erim is actually Iris. And she had already often helped the companions during their adventure. All the greater is now the astonishment that one of the terrible Hell Lords is hiding with him Iris. Erim apologizes to Maxim and starts her attack against the group. She is incredibly strong and rightfully bears the title of Mistress of Death. The fight with her will be difficult and prolonged. Especially important are again the healing spells and potions. You must ensure that your group is always equipped with full energy reserves.



## Daos

Daos is the Lord of the Hell Lords. His power is indescribably great. Your spells seem to bounce off him without effect. Only the unity of the group and the unconditional commitment of your brave fighters will be able to help defeat the most terrible of all lords and thus win the battle.



Magic shops can be found in almost every village. Additionally, there are tea shops where you can buy various kinds of tea or juices. In the hotels, you can stay overnight and replenish your reserves if you pay for the accommodation. Some hotels even allow you to stay for free out of gratitude after you have helped the respective town out of a predicament. However, the prices are usually quite steep. Therefore, you should handle your gold coins sparingly and avoid buying indiscriminately. Check the following tables to see which items you can use and how much you have to pay for it.

# Hotels



LUFLA

## Taia Hotel 0 G

Items	Price
Power Water	8
Antidote	6
Warp	120
Flee	100
Boomerang	20
Weapons	Price
Frying Pan	10
Knife	13
Fruit Knife	20
Rapier	100
Armors	Price
Apron	60
Dress	90
Linen Cloak	140
Pot	30
Washboard	30
Tray	100
Magic	Price
Stark	200
Funke	300
Serum	300

Tea/Juices	Price
Pear Juice	10
Lemon Juice	20
Lime Juice	40
Plum Juice	80
Apple Juice	1000

## Minias Hotel 20 G

Items	Price
Power Potion	100
Warp	120
Flee	100
Blunderbuss	500
Weapons	Price
Gladus	2400
Armors	Price
Toga	3600
Top hat	3000
Magic	Price
Glutball	6000
Speedy	2000
Furie	2000
Flee	1000
Warp	2000

## Pandoria Hotel 50 G

Items	Price
Power Potion	100
Healing Potion	500
Awakening	10
Scream	5
Magic Needle	30
Warp	120
Flee	100
Head Drop	100
Blunderbuss	500
Weapons	Price
Chain	2200
Fransbiska	2600
Armors	Price
Chainmail	3000
Tailored suit	2850
Iron armor	3500
Glass Cap	1300
Narrenkappe	2300
Bronzehelm	2500
Steinhelm	2900
Protective Shield	2200
Leather Claw	2600

## Tarika Hotel 10 G

Items	Price
Power Water	8
Antidote	6
Awakening	10
Scream	5
Warp	120
Flee	100
Boomerang	20
Weapons	Price
Rapier	100
Combat Knife	200
Dagger	400
Whip	300
Armors	Price
Dress	90
Linen Cloak	140
Leather Vest	250
Miniskirt	400
Pom-Pom Hat	150
Cap	240
Headband	600
Tray	100
Magic	Price
Stark	200
Funke	300
Drop	400
Serum	300
Anesthesia	1000
Tea/Juices	Price
Green Tea	10

## Tanbel Hotel 0 G

Items	Price
Power Potion	100
Awakening	10
Scream	5
Magic Needle	30
Warp	120
Flee	100
Block Drop	50
Blunderbuss	500
Weapons	Price
Long Knife	800
Drabt	1200
Short Sword	900
Kukri	1500
Armors	Price
Leather Armor	800
Feather Vest	1000
Feather Armor	1200
Leather Helm	800
Wooden Shield	1200
Bracelet	1400
Magic	Price
Funke	300
Drop	400
Storm	500
Shock	600
Stark	200
Serum	300
Anesthesia	1000
Confusion	1000

## Clamento Hotel 20 G

Items	Price
Power Potion	100
Awakening	10
Scream	5
Magic Needle	30
Warp	120
Flee	100
Power Drop	100
Blunderbuss	500
Weapons	Price
Kukri	1500
Rod	1800
Armors	Price
Feather Armor	1200
Ragged Cloak	1600
Beret	1000
Wooden Helm	1400
Wooden Shield	1200
Bracelet	1400
Magic	Price
Funke	300
Shock	600
Drop	400
Storm	500
Stark	200
Armor	1000
Redemption	800
Flee	1000



## Gordovan Hotel 20 G

## Lunaria Hotel 20 G

Items	Price
Power Water	8
Antidote	6
Power Potion	100
Awakening	10
Scream	5
Magic Needle	30
Warp	120
Flee	100
Boomerang	20
Weapons	Price
Club	600
Long Knife	800
Short Sword	900
Armors	Price
Miniskirt	400
Robe	450
Linen Vest	600
Headband	600
Flax Balm	400
Leather Shield	400
Round Shield	600
Mini Shield	800

Weapons	Price
Staff	3600
Scimitar	4400
Iron Sword	5000
Armors	Price
Chain Bomb	4500
Rope Armor	4700
Stone Armor	4850
Iron Helm	3600
Fall Helm	3800
Stone Shield	4600

## Alca Hotel 10 G

Items	Price
Power Potion	100
Healing Potion	500
Warp	120
Flee	100
Ice Ball	200
Fireball	200
Murderbust	500
Weapons	Price
Hand Axe	6000
Giant Staff	6200
Armors	Price
Rope Armor	4700
Stone Armor	4850
Superrabe	5000
Turban	4100
Iron Cap	4500
Stone Shield	4600
Tektoclaw	4300
Magic	Price
Aquata	8000
Tornado	9000
Stronger	5000
Warp	2000
Helper	15000

Items	Price
Murderbust	500
Ice Ball	200
Lantern Ball	200
Whirl Ball	100
Coma Ball	100
Power Drop	100
Head Drop	100
Weapons	Price
Stone Breaker	9850
Bronze Axe	9700
Morning Star	10000
Vise	6000
Komabieb	8000
Armors	Price
Silver Vest	7200
Seidentoga	6300
Federjacket	7600
Plate Armor	5800
Iron Armor	5950
Glass Cylinder	5200
Ice Cylinder	6300
Silver Balm	6800
Rose Shield	7500
Bear Shield	7500
Juices	Price
Pear Juice	10
Lemon Juice	20
Lemon Juice	40
Plum Juice	80
Apple Juice	1000

## Kythos Hotel 50 G

Items	Price
Power Potion	100
Healing Potion	500
Warp	120
Flee	100
Block Drop	50
Power Drop	100
Head Drop	100
Murderbust	500
Weapons	Price
Stone Breaker	9850
Bronze Axe	9700
Morning Star	10000
Vise	6000
Armors	Price
Silver Vest	7200
Seidentoga	6300
Federjacket	7600
Plate Armor	5800
Iron Armor	5950
Glass Cylinder	5200
Ice Cylinder	6300
Silver Balm	6800
Rose Shield	7500
Bear Shield	7500

## Island of Fate Hotel 20 G

Items	Price
Power Water	8
Power Potion	100
Power Syrup	500
Antidote	6
Warp	120
Flee	100
Healing Potion	500
Awakening	10
Scream	5
Magic Needle	30
Block Drop	50
Boomerang	20

## Rusalka Hotel 30 G

Items	Price
Power Potion	100
Healing Potion	500
Warp	120
Flee	100
Ice Ball	200
Fireball	200
Murderbust	500





## Danubia Hotel 40 G

Items	Price
Power Potion	100
Healing Potion	500
Block Drop	50
Power Drop	100
Head Drop	100
Blunderbuss	500
Weapons	Price
Broadsword	11000
Estok	11500
Mechanic	12000
Armors	Price
Iron Coat	7750
Silver Armor	8700
Power Jacket	9000
Shadow Butt	6200
Silberbut	8500
Eron Shield	8200
Magic	Price
Reflekta	5000
Courage	5000
Mirror	30000
Kota	10000

## Gruberia Hotel 20 G

Items	Price
Power Potion	100
Healing Potion	500
Warp	120
Flee	100
Whirl Ball	100
Coma Ball	100
Blunderbuss	500
Weapons	Price
Fencing Sword	7600
Longsword	8000
Armors	Price
Superober	5000
Plate Armor	5800
Turban	4100
Iron Cap	4500
Giant Helm	4800
Stone Shield	4600
Tektoclaw	4300
Giant Shield	5900

## Picolonia Hotel 5 G

## Arturia Hotel 40 G

Items	Price
Power Syrup	500
Block Drop	50
Power Drop	100
Head Drop	100
Blunderbuss	500
Weapons	Price
Flail	13000
Spear	13500
Silver Rapier	13200
Armors	Price
Silk Suit	9200
Eronbut	8800
Eron Shield	8200
Magic	Price
Champion	20000
Phoenix	20000
Frost Fairy	25000

## Aurafio Hotel 30 G

Items	Price
Power Potion	100
Healing Potion	500
Block Drop	50
Power Drop	100
Head Drop	100
Blunderbuss	500
Weapons	Price
Broadsword	11000
Estok	11500
Mechanic	12000
Armors	Price
Iron Coat	7750
Silver Armor	8700
Power Jacket	9000
Shadow Butt	6200
Silberbut	8500
Eron Shield	8200

## Triesta Hotel 20 G

Items	Price
Power Syrup	500
Whirl Ball	100
Ice Ball	200
Lantern Ball	200
Coma Ball	100
Terrorball	1000
Fog Ball	100
Frostball	100
Blunderbuss	500

## Portravia Hotel 30 G

Items	Price
Power Water	8
Power Potion	100
Power Syrup	500
Antidote	6
Warp	120
Flee	100
Healing Potion	500
Awakening	10
Scream	5
Magic Needle	30
Block Drop	50
Boomerang	20
Blunderbuss	500
Ice Ball	200
Lantern Ball	200
Whirl Ball	100
Coma Ball	100
Power Drop	100

## Kumarbi Hotel 20 G

Items	Price
Power Potion	100
Healing Potion	500
Warp	120
Flee	100
Block Drop	50
Power Drop	100
Head Drop	100
Blunderbuss	500
Weapons	Price
Blade Rod	9100
Multisword	9450
Armors	Price
Iron Armor	5950
Metal Armor	6250
Giant Turban	5000
Rock Helm	5700
Staff Helm	5500
Lang Shield	6000
Silver Shield	6900
Magic	Price
Lightning	10000
Glutball	6000
Agnata	8000
Tornado	9000
Stronger	5000
Focus	15000
Scion	20000
Vitalis	5000

Items	Price
Head Drop	100
<b>Weapons</b>	Price
Crossbow	13000
Hammer Rod	15500
Ego Screwdriver	18200
Rain Axe	18500
<b>Armors</b>	Price
Iron Armor	9300
Power Umbang	10000
Thorned Band	9000
Goldbelt	9300
Tektroschild	8500
<b>Magic</b>	Price
Donner	30000
Drache	25000
Valor	30000

## Elfenhain Hotel 0 G

Items	Price
Power Syrup	500
Whirl Ball	100
Ice Ball	200
Lantern Ball	200
Coma Ball	100
<b>Terrorball</b>	1000
Fog Ball	100
<b>Frostball</b>	100
Super Cannon	2000
<b>Weapons</b>	Price
Duplex Blade	19700
Trident	20900
<b>Armors</b>	Price
Metal Coat	11300
Evening Dress	11100
Silver Robe	11000
<b>Goldband</b>	9400
Goldshield	8800
Goldclaw	8600
<b>Magic</b>	Price
Donner	30000
Phoenix	20000
Drache	25000
Frost Fairy	25000
Noddalaba	40000

## Baleara Hotel 50 G

Items	Price
Power Syrup	500
Block Drop	50
Power Drop	100
Head Drop	100
Super Cannon	2000
<b>Weapons</b>	Price
Fire Saber	21400
Halberd	23500

Weapons	Price
Crystal Staff	24000
Mist Rapier	25100
<b>Armors</b>	Price
Platinum Armor	12000
Silk Robe	12700
Platinum Helm	10800
Platinum Band	10400
Platinum Claw	10600
Platinum Shield	11400

## Durinea Hotel 40 G

Items	Price
Power Syrup	500
Whirl Ball	100
Ice Ball	200
Fireball	200
Coma Ball	100
<b>Terrorball</b>	1000
Fog Ball	100
<b>Frostball</b>	100
Super Cannon	2000
<b>Weapons</b>	Price
Tekto Sword	29000
Mega Lance	31800
Silver Rod	35000
Frost Bow	37600
<b>Armors</b>	Price
Crystal Staff	14500
Crystal Robe	15000
Crystal Helm	15200
<b>Kristallhut</b>	14600
Thornclaw	13200
<b>Magic</b>	Price
Terror	30000
Abandon	65000
<b>Tee &amp; Saft</b>	Price
Pear Juice	10
Lemon Juice	20
Lemon Juice	40
Plum Juice	80
Apple Juice	1000

## Chadda Hotel 20 G

Items	Price
Power Syrup	500
Block Drop	50
Power Drop	100
Head Drop	100
Super Cannon	2000
Dragon Tooth	500
<b>Weapons</b>	Price
Megasword	45500
Giant Axe	47500
Zircon Staff	48000
Runed Dagger	49300

Armors	Price
Iron Suit	22000
Iron Jacket	20000
Ghost Cap	18600
Rune Claw	18800

## Narcysus Hotel 40 G

Items	Price
Power Potion	100
Healing Potion	500
<b>Warp</b>	120
Flea	100
Ice Ball	200
Lantern Ball	200
Blunderbus	500
<b>Weapons</b>	Price
Fencing Sword	7600
Longsword	8000
<b>Armors</b>	Price
Supernote	5000
Plate Mail	5800
<b>Turban</b>	4100
Iron Cap	4500
Giant Helm	4800
Stone Shield	4600
Tektoclaw	4300
Giant Shield	5900

## Kirvan Hotel 10 G

Items	Price
Power Syrup	500
Block Drop	50
Power Drop	100
Head Drop	100
Whirl Ball	100
Ice Ball	200
Fireball	200
Coma Ball	100
<b>Terrorball</b>	1000
Fog Ball	100
<b>Frostball</b>	100
Super Cannon	2000
Dragon Tooth	500
<b>Weapons</b>	Price
Zircon Staff	48000
Zircon Rod	52000
Zircon Mace	52000
Eron Sword	51000
Zircon Axe	52500
<b>Armors</b>	Price
Zircon Robe	54000
Zircon Armor	51200
Zircon Helm	34000
Zircon Band	33200
Zircon Claw	32300
Zircon Shield	34400

# Warranty

Nintendo of Europe GmbH provides a quality warranty for a period of six months from the date of purchase for products purchased in Germany from Nintendo of Europe GmbH. Please note the following if you should find a defect:

1. First, call the Nintendo Consumer Advice in Germany toll-free at the phone number 01 30/58 06 and describe the detected defect.
2. If there is no user error or similar issue, send the Nintendo product in its original packaging along with the purchase receipt to:

**Nintendo of Europe GmbH**

Nintendo Center

Repair Department

63760 Großostheim (in Germany).

3. The warranty is, at Nintendo's discretion, limited to either defect repair or replacement delivery of a defect-free product; further claims are excluded.
4. The warranty expires if the defect is due to improper handling and/or unauthorized repair attempts and/or other damages after the purchase.
5. After the warranty period has expired, please contact Nintendo Consumer Support by phone for all questions and repair requests (toll-free phone number in Germany: 01 30/58 06).

For products purchased in Austria or Switzerland, please contact:

Stadlbauer Marketing +  
Vertriebs Ges.m.b.H.  
Handelszentrum 6  
A-5101 Bergheim  
Tel.: A-06 62 - 45 92 03-0

Woldmeier AG  
Auf dem Wolf 30  
CH-4028 Basel  
Tel.: CH-0 61 - 3 11 88 18



